

Challenger

Dungeons & Dragons®

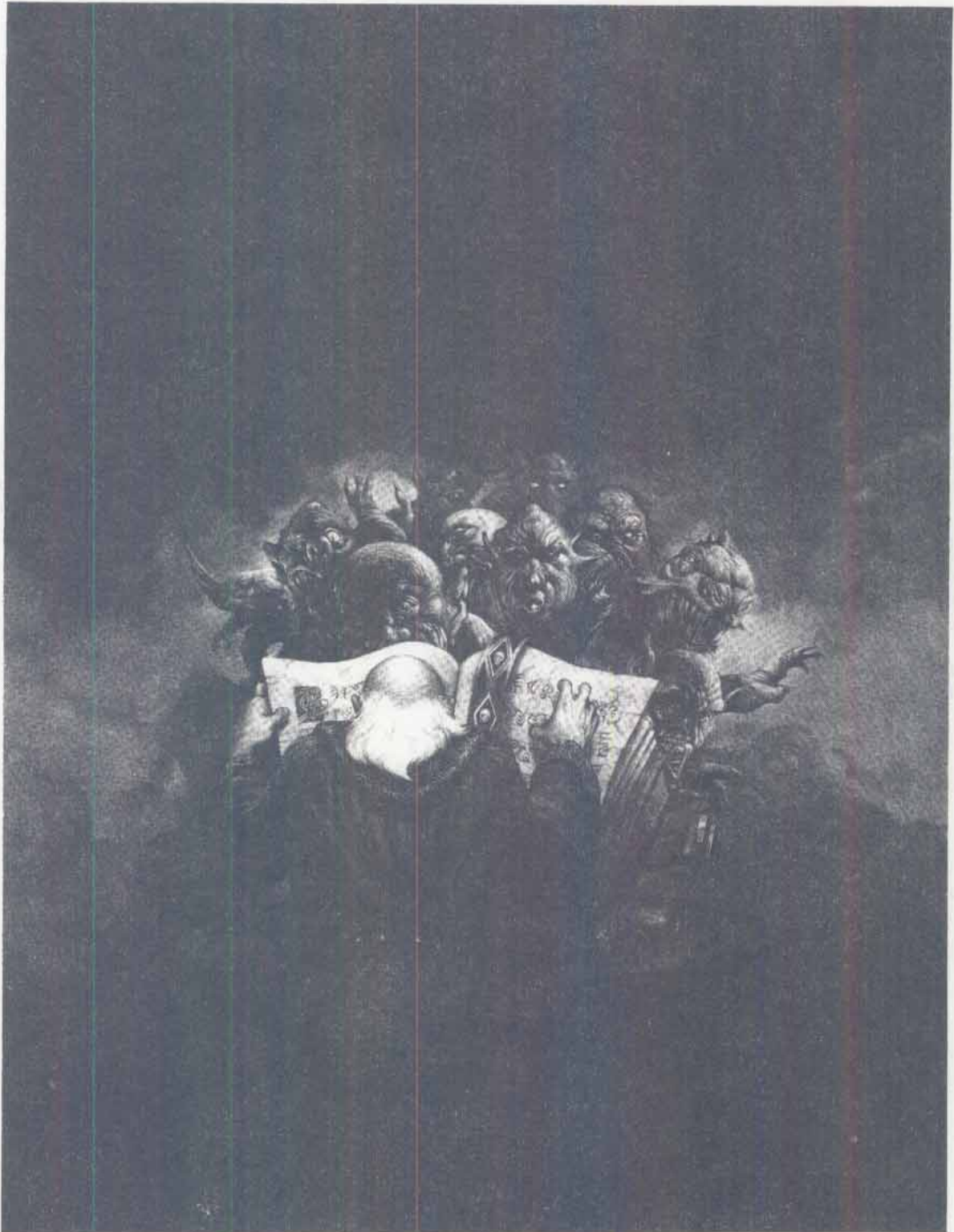
ACCESSORY

series

CREATURE CATALOG



Creature Catalog





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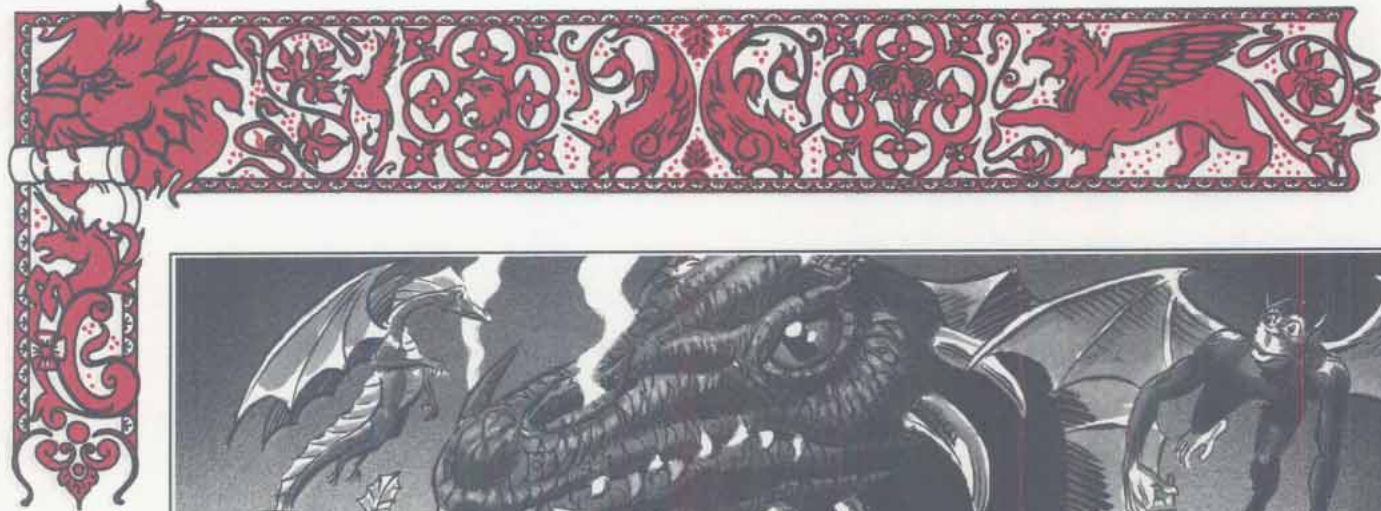


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Introduction

This revised *Creature Catalog* returns to print a major expansion to the range of DUNGEONS & DRAGONS® role-playing game creatures. It includes most of the creatures from the original *Creature Catalog*, plus several new monsters from more recently published adventures and supplements. It also includes an index of D&D® creatures in the DUNGEONS & DRAGONS *Rules Cyclopedica*, this volume, and the adventures, supplements, and boxed sets.

Whether your player characters are 1st, 21st, or 31st level, this tome contains many fantastic creatures with which to challenge them. Armed with the *Creature Catalog* you will be able to find the right creature for any situation.

In order to use this book, it is necessary to own the D&D *Rules Cyclopedica*.

Monster Format

This is a brief summary of how to read the monster format used in this book. For complete information, see the D&D *Rules Cyclopedica* (pages 152–156).

Name

If the name of a monster is followed by an asterisk (*), then a *special* or *magical* weapon is required to hit that monster, as explained in the text that follows. Be careful with these monsters, especially for low-level characters.

Statistics

Just as player characters have abilities and scores to describe them in the game, so do monsters have statistics. Here are explanations of the standard monster statistics:

Armor Class: This works just like a character's Armor Class. The lower the number, the harder it is to hit the creature.

Hit Dice: This gives the number of eight-sided dice (d8) used to find the monster's hit points.

Move: The monster's movement rate. Some monsters have a second movement rate for special motion—such as swimming, flying or climbing.

Attacks: This gives the number and type of attacks the monster can make in one round.

Damage: This describes the damage inflicted if the monster's attacks succeed. If the monster has more than one attack, the attacks' damage is presented in the same order as the attacks were.

No. Appearing: The number of monsters that may

be encountered. The first number shows the number found in a dungeon room; the second, in parentheses, is the number for wilderness encounters.

Save As: The character class and level at which the monster makes saving throws.

Morale: Morale is an optional rule. It measures the monster's courage in combat.

Treasure Type: For the key to treasure type letters, see Chapter 16 of the *Rules Cyclopedica*. Normally a monster's treasure is found in its lair. If a treasure type is in parentheses, then it is treasure carried by the monster.

Intelligence: This ability score is important for spells such as *charm* or *maze*, whose results depend on the target's intelligence.

Alignment: Lawful, Neutral or Chaotic.

XP Value: Experience points to be awarded for the defeat of one of this type of monster.

Descriptions

The monster descriptions include monster type (the general category into which the creature falls) and terrain (the monster's habitat or where player characters might encounter it). Some monsters, which might be used as mounts or beasts of burden, also have load and barding multipliers mentioned at the end of their descriptions.

Getting More From Your Monsters

Do you worry about not having enough monsters to keep your players on your toes? Consider this: Most action/adventure writers have only one species of monster to pit against their protagonists—other human beings. But even *without* 5 zillion varieties of dragons, writers of novels and screenplays find plenty ways to entertain their audiences. By the same principle, it is possible in the D&D game to get quite a lot of adventure out of even just a few monsters. When you add more monsters, such as the ones we offer here in this *Creature Catalog*, you can get more mileage out of them as well. This little essay means to show you how.

Monster Names

The D&D rules use standard names for monsters. Much like scientific names in the real world, they define quite precisely what sort of creature one is talking about: a *green dragon*, for example, has specific statistics, abilities, and ecology.

In the real world, however, many animals and plants go by different names in different areas, even when those areas speak the same language. In one place a flower might be called *hawkweed*, and the same flower might be known as *Indian paintbrush* in another. Sometimes the name isn't even accurate.

This simple twist of names can enhance your fantasy game. As DM, you should keep track of monsters by their standard names (as listed in the rules). But from one place to the next, the same monster may be known by different names. Different monsters might even be labeled with the same name.

In the monster entries in this book, numerous creatures are given alternate names. The brain collector, for example, is also known as the *neb-thalggu*. Brain collector would be the sort of name used by common people of the Prime Plane—it describes the monster from a human perspective, in which the monster's unsavory gathering of brains is the biggest consideration. Characters (and sentient beings) who have traveled the planes, however, might call the monsters *neb-thalggu*, which is what they are in their own language.

Or, imagine the village which calls the local wyvern a “dragon.” The villagers have probably never seen a

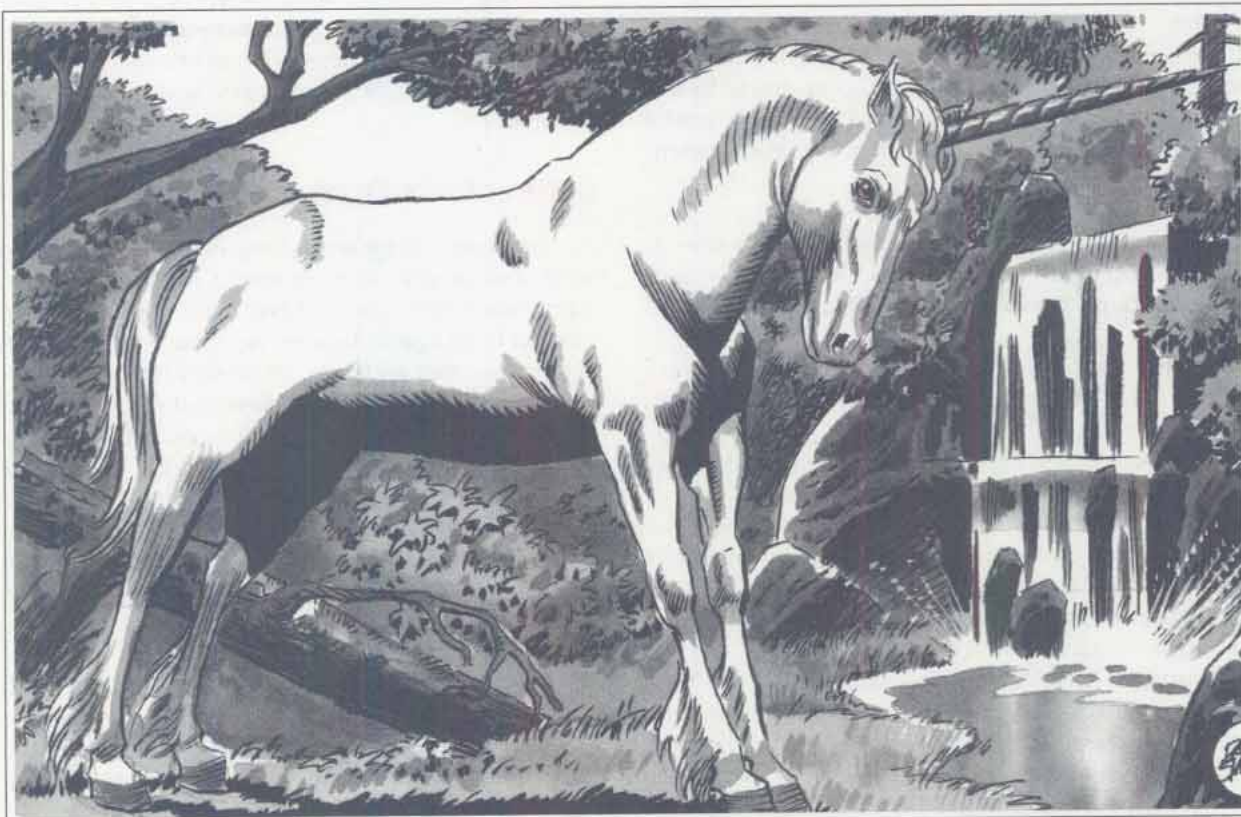
real dragon, but they've heard of them—and in their eyes the descriptions of dragons match this winged reptile that steals their livestock. If the villagers persuade the player characters to rid them of their dragon, how will the expectation of a real dragon affect events? Will the players attempt to parley with a stupid beast interested only in sheep for dinner each day? Will they expect a great hoard of treasure?

If your players don't know *exactly* what to expect, the game will be filled with more suspense. Players who are familiar with the rules and monster descriptions will have to be a lot more careful, too.

Another colorful way to use names and monsters is to give individual monsters proper names and reputations. There may be Arkathog the Hungry, an ogre whose name torments local peasant children who would rather not eat their vegetables. A monster with its own name, and even a reputation, is much more interesting to confront.

Terrain Modifications

Monster descriptions include a note about preferred terrain, but you can get more mileage out of the monsters by adjusting them for different terrains. Some monsters in this book are examples of creatures that





have been modified for a different terrain type: The velya is an aquatic version of the vampire. Since vampires can't cross running water, a new description was warranted to include appropriate modifications! Other monsters include variants for different terrains. The marine decapus is able to fight differently than the land decapus because all of its arms are free.

Just because variants have not been provided for different terrains doesn't mean you can't do them yourself. In fact, you should. Take a monster and give it white fur and other minor changes and you have an arctic version. Take a surface animal or fish and give it pale skin and blind eyes, and you have a deep cavern version. Give a land monster gills and fins, and you can create an aquatic variant.

In many cases the changes will be just cosmetic: coloration, fur, gills. Sometimes—like the decapus and velya—more substantial changes are required in order to account for the strategies and special strengths and weaknesses of the creature. In your notes for play, be certain to record such things. Substantial changes in special attacks, defenses, strengths and vulnerabilities may also affect the experience point values of a monster.

Special Twists

Spice up existing monsters with special twists, so that they are not what they seem. This will keep jaded players alert. You can give monsters magic use (for example, humanoid spellcasters), disguises, unusual appearances, special abilities, tools, or weapons.

Look at the *Elder Ghoul* entry here in the *Creature Catalog*. It is an example of a monster—the ordinary ghoul—given special twists.

Unique Monsters

In myth and legend, monsters are often unique. Medusa and Pegasus were individuals in Greek myth, not categories. Following mythic precedent, you can make up unique monsters of your own, or decide that certain published monsters are unique. One monster in this *Creature Catalog* that might, for instance, be unique in your game world is the gray philosopher. Consider the situations:

Option One, not unique: "Oh, here's a gray philosopher! We pull out our *swords* +2 and attack."

Option Two, unique: "By the Roots of the Great World Tree! There sits Telarxes the Wicked, pondering the decay and fall of the centuries-gone theocracy he once ruled..."

The latter choice seems much more colorful, correct?

Note that it also makes use of naming, a tactic discussed previously. (Combining these different ideas is often a good plan.)

Different Interpretations

Many D&D® game monsters were derived from myth, legend, and folklore. These sources are not in agreement about their monsters. Just because the D&D game takes one interpretation of a mythical monster doesn't mean you can't try others.

A good example is the banshee from Celtic folklore. In the *Rules Cyclopedica*, the banshee description follows the etymology that suggests the creature is the spirit of an evil fairy or elf. This is a valid interpretation from some folklore sources. The *Creature Catalog* entry, however (which is called a lesser banshee to distinguish it), interprets a different aspect of the tradition. It presents the banshee as a mourner for the dead of a particular family. Both are perfectly acceptable versions of a banshee, and having both available will enrich your campaign and keep your players guessing about a creature's capabilities and intents.

When you read books and see different ideas about monsters named in D&D, go ahead and design your own variants if you like.

Special Tactics

This is something you should do with any monster you can. Instead of drawing up your dungeon or wilderness and just noting the abbreviated monster statistics, decide on its behavior and tactics. How will this monster react to adventurers? What special tactics might it have that have helped it survive this long and that will make it much more difficult for the PCs to defeat? Does it have traps, escape routes, special weapons, or allies (maybe even powerful ones)? With forethought, even a clever kobold could make for an adventure in itself, as it trips up the efforts of the PCs.

Recommended Reading

For the D&D monster fan, several supplements published for the game are invaluable: AC10 *Bestiary of Dragons and Giants*, GAZ10 *The Orcs of Thar*, and the *Creature Crucible* series (PC1, PC2, etc.). These sourcebooks all contain great ideas for using monsters. In the cases of GAZ10 and the PC line, rules are given for player creatures who may gain experience and levels just like player characters. You can use those same rules to generate higher-level monsters that will challenge any level of player character!



Monster Descriptions

Amber Lotus Flower

Armor Class: 9
 Hit Dice: 1/2 (1–4 hit points) (S)
 Move: 0
 Attacks: 1 spray
 Damage: Special
 No. Appearing: 0 (3d6)
 Save As: Normal Man
 Morale: 12
 Treasure Type: Nil
 Intelligence: 0
 Alignment: Neutral
 XP Value: 6



Monster Type: Lowlife (Rare).

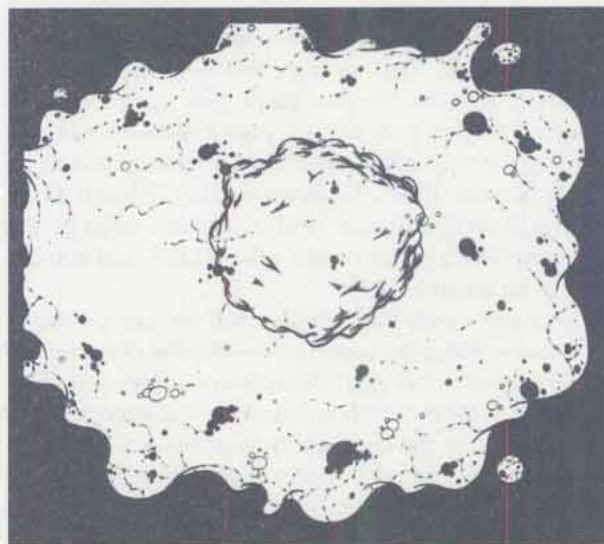
Amber lotus flowers look like golden water lilies the size of sunflowers. They are deceptively soothing to the eye. When a creature approaches to within 10 feet, the blossoms open and spray a 40-foot by 40-foot cloud of pollen. Any individual within the affected area must make a successful saving throw vs. spells or fall fast asleep for 4d4 turns. The flowers can spray a fresh burst of pollen every 3d4 rounds.

Amber lotus flowers are often found acting in concert with other deadly plants, such as vampire roses and killer trees. They have a symbiotic relationship: The amber lotus flower incapacitates a victim, the other plant kills it, and both benefit by fertilization from the remains.

Some humans and other intelligent creatures may cultivate this plant for use as protection around homes, forbidden places, and so forth.

Terrain: Open, Woods, Jungle, Swamp.

Amoeba, Giant



Armor Class: 9
 Hit Dice: 10–15 (L)
 Move: 30' (10')
 Attacks: 1 acidic touch
 Damage: 2d6
 No. Appearing: 1 (1)
 Save As: Fighter: 7
 Morale: 10
 Treasure Type: Nil
 Intelligence: 0
 Alignment: Neutral
 XP Value: 1,000–1,650

Monster Type: Lowlife (Very Rare).

Giant amoebas are 30-foot-wide single-celled animals. Except for the 1-foot-wide gray nucleus, an amoeba is translucent. If the nucleus is hidden or disguised, the amoeba will be practically invisible and able to attack with surprise. Giant amoebae attack first by enveloping victims, then secreting an acid to digest them.

Terrain: Cavern, Ruins, Swamp.

Animal, Prehistoric

	<i>Baluchitherium</i>	<i>Elk, Giant</i>	<i>Grangeri</i>
Armor Class:	5	6	5
Hit Dice:	10 (L)	8 (L)	13 (L)
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 trample	1 butt	1 bite or trample
Damage:	3d6	1d12	2d6 or 3d6
No. Appearing:	0 (1d4)	0 (1d6)	0 (1d6)
Save As:	Fighter: 5	Fighter: 4	Fighter: 7
Morale:	6	7	7
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	900	650	1,350

	<i>Hyenodon</i>	<i>Megatherium</i>
Armor Class:	7	6
Hit Dice:	5 (L)	11 (L)
Move:	120' (40')	90' (30')
Attacks:	1 bite	2 claws
Damage:	3d4	2d6/2d6
No. Appearing:	0 (2d4)	0 (1d6)
Save As:	Fighter: 3	Fighter: 6
Morale:	7	7
Treasure Type:	Nil	Nil
Intelligence:	3	1
Alignment:	Neutral	Neutral
XP Value:	175	1,100

	<i>Phororhacos</i>	<i>Titanothera</i>
Armor Class:	6	5
Hit Dice:	3 (L)	12 (L)
Move:	150' (50')	120' (40')
Attacks:	1 bite	1 butt or trample
Damage:	1d8	2d6 or 3d8
No. Appearing:	0 (1d8)	0 (1d6)
Save As:	Fighter: 2	Fighter: 6
Morale:	8	7
Treasure Type:	U	Nil
Intelligence:	2	1
Alignment:	Neutral	Neutral
XP Value:	35	1,250

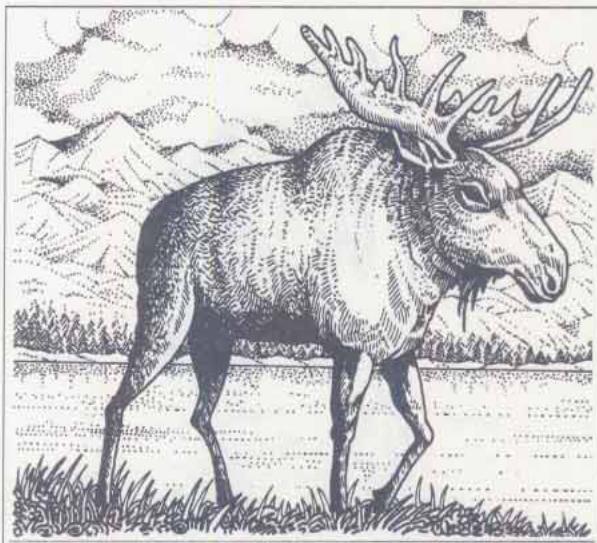
Monster Type: Prehistoric Animal (Rare).

Baluchitherium: This is a huge, primitive ancestor of the rhinoceros. It stands as much as 20 feet in height, and grazes the vast grasslands of lost world areas.

Giant Elk: Giant elk inhabit hills and plains. They are 10–12 feet long, weigh nearly a ton, and their antlers span 10 feet or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and saber-toothed tigers.

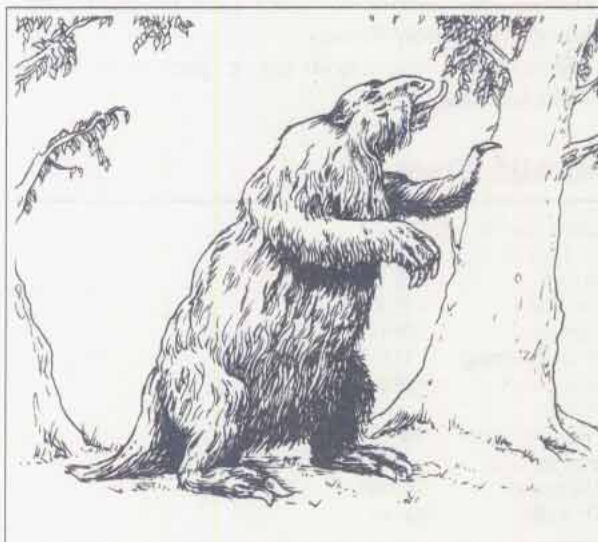
Grangeri: The grangeri looks like a cross between a giraffe and a hornless rhinoceros. Its long neck allows it to reach for and eat the leaves from the tops of trees. A grangeri is about 30 feet long and stands 20 feet tall. It is found in grasslands and lightly forested areas.

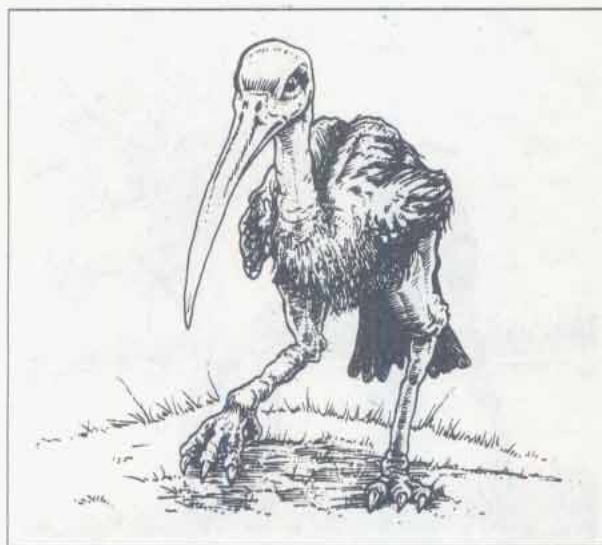
Hyenodon: These giant, prehistoric canines re-



semble hyenas with tawny gold fur that is similar to a lion's. They travel in packs, surrounding and pulling down prey with their powerful, vise-like jaws. Due to their numbers and large size (they average about eight feet from head to rump), they are able to take on large prey, like the baluchitherium, as well as smaller creatures (including humans). They are also voracious eaters of carrion. They are found roaming lost world hills and plains in temperate to tropical climes.

Megatherium: A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet tall and can walk erect on its hind legs, although it usually prefers to travel on all fours. It is slow, stupid, and peaceful unless provoked, as befits its herbivorous nature. However, it will defend its young at all costs—fighting to the death if need be (Morale: 12). It is found in woodlands.





Phororhacos: A phororhacos, or *sword beak*, is a six-foot-tall, flightless bird with small, useless wings and large hind legs. This carnivorous bird runs down its prey, often reaching great speeds across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword. It favors open terrain. Phororhacos plumage is white, brown and black.

Titanotheres: This herbivorous quadruped resembles a huge, blunt-horned rhino, and stands 12 feet tall at the shoulder. Titanotheres are generally peaceful if left alone, preferring to graze grass and eat leaves off trees and shrubs. They will not hesitate to defend themselves, however, if frightened or injured. In combat, they butt or trample their opponents. Small herds of these creatures are found roaming the grasslands of lost world areas.

For other examples of prehistoric creatures in this volume, see: Dinosaurs, Great Cats (Spotted Lion), Rhinoceros (Woolly Rhino).

Terrain: See descriptions above (prehistoric or Lost World settings).

Annelid, Great

Armor Class:	7
Hit Dice:	25–50 (L)
Move:	240' (80')
Attacks:	1 bite
Damage:	3d8 or swallow whole
No. Appearing:	1 (1)
Save As:	Fighter: 10
Morale:	5
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	Varies



Monster Type: Monster (Very Rare).

Full-grown annelids measure about 1,000 feet long and 25 feet in diameter. The largest annelids reach 40 feet in diameter and some 2,000 feet in length. Their bodies, grayish-brown in color (the color of rock), are segmented like earthworms. The longer the annelid, the more segments it has, up to perhaps 600 in the longest.

Biologically, an annelid is a long tube inside a larger tube. The annelid's mouth is a circular, funnel-like opening lined with three rows of sharp, conical teeth. The inner digestive tract, including pharynx, esophagus, crop, and gizzard, runs from head to tail. A long nerve cord connects head and tail as well. Otherwise, each segment can live virtually on its own, for each has two hearts around the central tube, shaped like half-toruses (half-doughnuts).

Hairlike sensory fibers called *setae* grow on the posterior edge of each segment except the first. These can grow to an inch in diameter and a few feet long. The annelid has no other sensory equipment except light- and heat-sensitive patches at its front end.

Annelids outstrip virtually all other creatures in their ability to tunnel. An annelid tunnels almost as fast as it can crawl, grinding and swallowing solid rock without effort.

Mature annelids also have the ability to attract and paralyze earth elementals. Though this power is poorly understood, it apparently involves a false signal, propagated through the earth, that replicates the signal of something desirable to elementals—a rich lode of ore, perhaps, or a beautiful cavern. Whatever its nature, this power allows the annelids to lay their eggs in the elementals, a vital step in their grisly reproductive process.



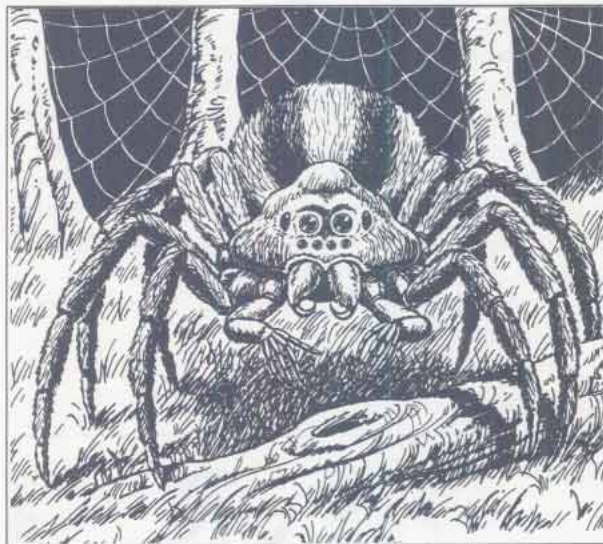


Annelids are hermaphroditic, but only those of huge size ever reproduce. The annelid lures several earth elementals, paralyzes them, and lays eggs within the rocks they animate. After some unknown period (probably several weeks), the eggs hatch, and the annelid grubs dine on the elementals' magical life force. Thus fed, the young grubs grow to several feet in diameter and begin to tunnel. They soon reach a length of 15 feet, but they grow more slowly thereafter. There is no known limit on an annelid's life span.

Annelids subsist on the rock they eat. They have no other known diet. Annelids can live anywhere underground, even in lava pools. They are immune to heat and pressure damage. Exposure to light does not damage them, but they dislike it.

Terrain: Cavern.

Aranea



Armor Class: 7
Hit Dice: 3** (L)
Move: 180' (60')
In web: 120' (40')
Attacks: 1 bite
Damage: 1d6+poison
No. Appearing: 1d3 (1d6)
Save As: Magic-User: 3
Morale: 7
Treasure Type: D
Intelligence: 14
Alignment: Chaotic
XP Value: 65

Monster Type: Monster (Rare).

Aranea are an intelligent giant spider race. They are

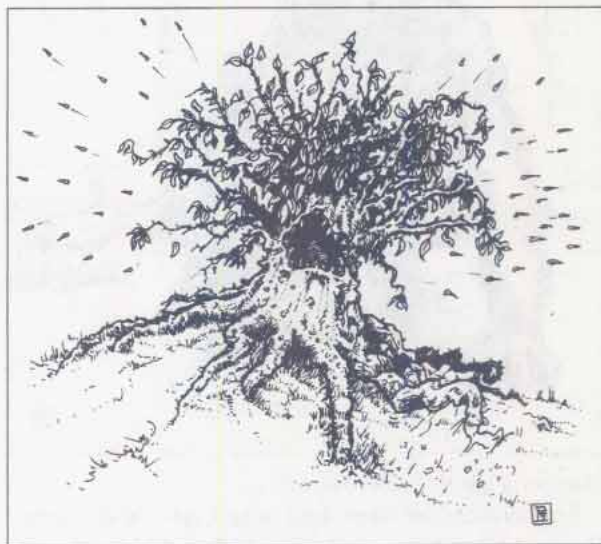
as large as a small pony, and are greenish-brown in color. An aranea can be distinguished from other giant spiders by the massive, oddly shaped lump on its back that houses its large brain. Aranea are webspinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea use these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd-level magic-user. They spend most of their time in magical research.

Terrain: Ruins, Woods, Jungle.

Archer Bush

Armor Class: 7
Hit Dice: 2 (S)
Move: 3' (1')
Attacks: 1 thorn spray
Damage: 1d4
No. Appearing: 0 (1d20)
Save As: Fighter: 1
Morale: 12
Treasure Type: V
Intelligence: 0
Alignment: Chaotic
XP Value: 20



Monster Type: Lowlife (Rare).

Archer bushes have sickly looking green leaves, stunted trunks and thorny brown branches. They do not grow underground (except, perhaps, in well-lit caverns or near cave mouths), but may be found in woodland, areas of scrub and occasionally in mountainous regions. These bushes are carnivorous, and attack prey by shooting a spray of several small thorns at their victims (for 1d4 points of damage per spray). The range of one



of these sprays is 20 feet, and each bush can fire up to three such sprays per day. In order to eat, an archer bush can uproot itself to move toward its prey. The trunk of an archer bush looks like a three-foot-high mound of leaves, but these leaves conceal a huge mouth filled with extra-hard thorns. These thorns are used like teeth to devour prey once it is dead.

Terrain: Mountain, Open, Woods, Jungle.

Ash Crawler

Armor Class:	6
Hit Dice:	3+1 (S)
Move:	60' (20')
Attacks:	1 bite+special
Damage:	2d4
No. Appearing:	1d6 (1d2)
Save As:	Fighter: 1 (special)
Morale:	10
Treasure Type:	V
Intelligence:	2
Alignment:	Neutral
XP Value:	50



Monster Type: Monster (Rare).

Ash crawlers are large, hog-nosed, rat-like creatures. They are about two feet long with a four-foot-long, naked tail. Their grayish skin is flaky and sheds in ash-like sheets. They can naturally *resist fire* (as the spell), and prefer to inhabit warm areas with their own source of fire. They always protect the source of fire and attack any invaders. Ash crawlers' lairs are carpeted with two to four feet of fine ash and sheddings through which the creatures burrow.

Ash crawlers feed most commonly on rodents, birds, and other small creatures which pass near or fall into the

ash. Often the lair smells of seared flesh and wood smoke, and the air is hot and difficult to breathe, preventing any swift actions. Ash crawlers are drawn to movement in the ash and by displays of bright colors. They dislike water and will curl over their fire source to prevent it from being extinguished.

Ash crawlers attack by biting and then locking their jaws. Any successful bite means the creature has attached itself to its victim. Each subsequent round, the bite automatically causes 1 point of damage, while its two claws automatically hit for an additional 1d4 points of damage each. The creature continues to attack until it takes 5 points of damage, at which point it falls off and must then attack again normally.

Ash crawlers gain a +4 bonus to their Armor Class when hidden beneath the ash, but lose this when they are exposed (such as if they are lifted out after latching their jaws onto a foot). Because of the ash's depth, an attack will often not expose the ash crawler attacking unless the victim makes a special effort. This +4 bonus also applies to the ash crawler's saving throws.

The ash crawler's long tail is prehensile, and may be used to snare opponents and drag them beneath the ash. The tail may not be used while the crawler is attached to a character. To use its tail, the crawler must make a successful attack roll, and then the victim must roll less than his or her Dexterity on 1d20 or fall. Those who fall into the ash have a -4 penalty to their Armor Class (for example, AC 4 becomes AC 8) and attack at -4.

Terrain: Cavern, Desert, Mountain, Ruins—all provided there is fire.

Baldandar





Armor Class: 3
 Hit Dice: 6**** (M)
 Move: 150' (50')
 Attacks: 2 claws/1 bite+special
 Damage: 1d8/1d8/1d4+poison
 No. Appearing: 1 (1)
 Save As: Fighter: 12
 Morale: 9
 Treasure Type: B
 Intelligence: 16
 Alignment: Chaotic
 XP Value: 1,175

Monster Type: Humanoid (Very Rare).

These evil creatures are masters of illusion and deception. Baldandars are tall, thin humanoids with large heads and glowing yellow saucer-eyes. However, this true form is rarely seen since they hide themselves with illusions almost constantly. They may project illusions at will in up to a 240-foot range (240 yards outdoors), affecting all senses (vision, hearing, smell, touch, and taste). Furthermore, the illusions will remain real and react as if real for a turn even after the creator stops concentrating.

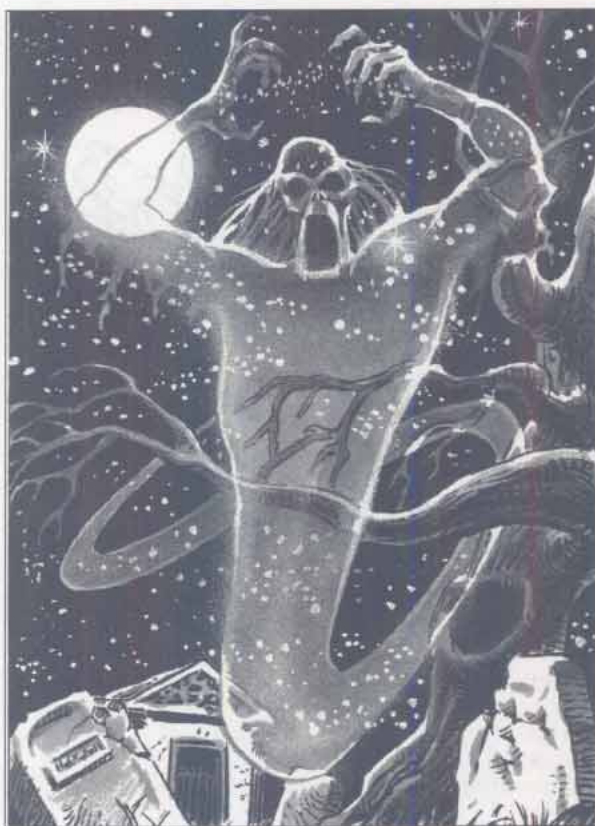
A baldandar usually appears either as a high-level human magic-user (using spell-like illusions) or as a large dragon (using breath weapon illusions). Each victim of the illusory "spell" or "breath" will be affected by the attack as if it were real, unless a saving throw vs. spells is made with a -4 penalty to the roll. If successful, the illusion is recognized as such, having no effect.

If cornered, a baldandar attacks with claw and poisonous bite. The victim of a bite attack must make a saving throw vs. poison with a -4 penalty to the roll or fall asleep for 1d4 turns.

At will, a baldandar may become *invisible* and *fly*. Once per day, it can cast the following spells: *polymorph self*, *polymorph other*, *magic jar*, and *confusion*.

Baldandars desire and collect valuables and magic.

Terrain: Any.



Monster Type: Monster (Very Rare).

Banshees are pale, ghost-like figures. Their shape is roughly humanoid, but taller and thinner than most humans. They have glowing red eyes and a large, dark mouth. Banshees are supernatural creatures that haunt certain families, usually warning the family that one of its members is about to die. They may also mourn for a person after his or her death. Thus they may be found guarding graves, catacombs, and tombs. Sometimes they take the form of a deceased person from the family that they are associated with, and so are mistaken for ghosts. However, this does not mean that the banshee is the ghost of the person whose form it assumes, nor does it mean that that person does not rest peacefully. Needless to say, this habit can cause great confusion.

Disturbed banshees attack with a special wail. All those within 30 feet of the wailing banshee take 1d4 points of damage each round automatically. Doors or walls will block the sound. A banshee will attack any living creature it sees. It will continue to wail until it is destroyed or until the intruders have run away.

Banshees can only be harmed by magic or magical weapons. They are immune to *sleep*, *charm*, and *hold* spells. They are not undead and cannot be turned.

Terrain: Ruins, Settled.

Banshee, Lesser*

Armor Class: 3
 Hit Dice: 5* (M)
 Move: 150' (50')
 Attacks: Special wail
 Damage: 1d4 per round
 No. Appearing: 1 (1)
 Save As: Fighter: 5
 Morale: 12
 Treasure Type: C
 Intelligence: 8
 Alignment: Neutral
 XP Value: 300



Bargda



Armor Class:	4
Hit Dice:	12** (L)
Move:	120' (90')
Attacks:	1 club/1 bite+special
Damage:	4d6/1d10+disease
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 12
Morale:	8
Treasure Type:	D+5000 gp
Intelligence:	10
Alignment:	Chaotic
XP Value:	3,000

Monster Type: Monster (Rare).

Bargda live in dark, dismal caves and caverns, only emerging from them to raid isolated settlements. Their bent and twisted bodies are nine feet tall, and they have distorted ram's heads with sickly green eyes. The bargda are so hideous in appearance that humans and demihumans viewing them must make a saving throw vs. spells or suffer a -2 penalty to both hit and damage rolls.

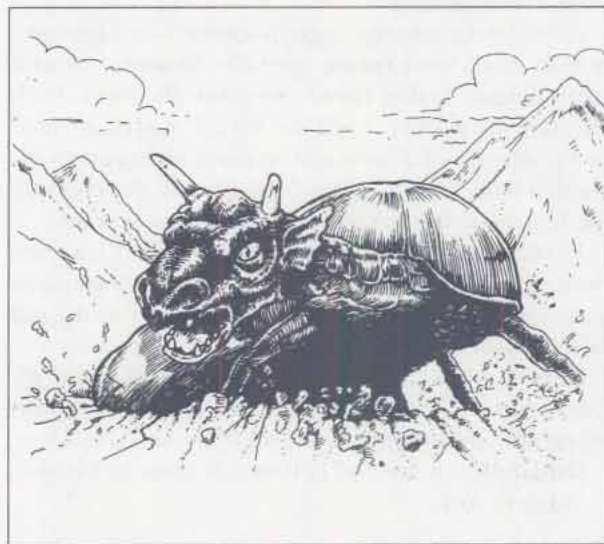
A bargda attacks with a large, iron-shod wooden club and with its vicious bite. As well as suffering 1d10 points of damage, any creature bitten by a bargda must make a saving throw vs. poison or be stricken with a debilitating disease. The disease acts on the victim's reflexes, slowing them down and causing the victim to lose initiative automatically in every combat until the disease is cured. In addition, the disease results in the loss of 1 point of Dexterity per hour, although the disease will never reduce a victim's Dexterity below 3. A *cure disease* spell negates the effects of the disease, with lost Dexterity points returning at the rate of 1 point per day.

Bargda hate all kinds of living creatures except for ogres, trolls and hill giants, whom they dominate and force to do their bidding. Often, bargda will lead these creatures on raids against human and demihuman settlements.

Terrain: Any except aquatic types or Lost World (especially Cavern); Settled on raids only.

Beetle, Earthquake

Armor Class:	-6
Hit Dice:	40** (L)
Move:	180' (60')
Burrowing	90' (30')
Attacks:	4 legs/1 bite
Damage:	4d10 (x4)/6d6
No. Appearing:	1 (1)
Save As:	Fighter: 36
Morale:	9
Treasure Type:	A
Intelligence:	2
Alignment:	Neutral
XP Value:	18,750



Monster Type: Monster (Very Rare).

This 100-foot-long creature is an orange-red beetle with 10 black-furred spider legs and the head and neck of a black dragon. The monster spends most of its time burrowing in dark, forgotten places, far beneath the earth, but occasionally comes to the surface in search of prey. It attacks with blows from four of its legs (damage 4d10 each) and with its powerful bite (6d6 points).

The earthquake beetle gets its name from the great tremors produced by its movement. As the beetle approaches the surface, the nonmagical tremors have

the same effect as an *earthquake* spell cast by a 25th-level cleric.

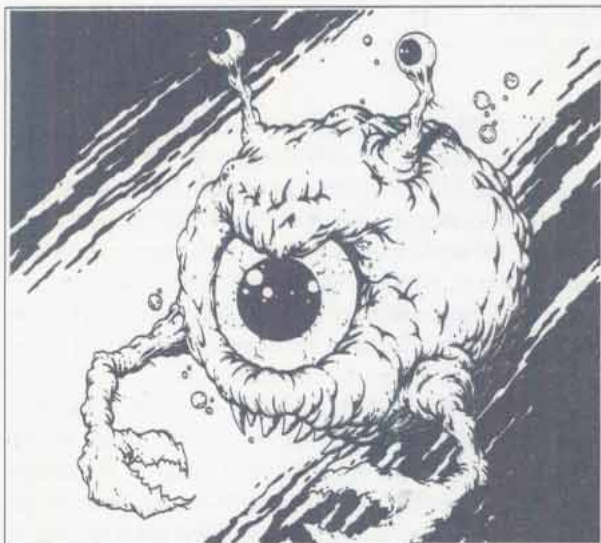
If the monster has been reduced to half its original hit points, the dragon head can, once per week, breathe a cone of acid 60 feet long and 30 feet wide (handled in the same way as dragon breath). The beetle regenerates 3 hit points per day.

Since the earthquake beetle spends most of its time burrowing underground, it occasionally devours deposits of precious metal, uncut gems, and even parts of dungeons. Thus, considerable amounts of undigested treasure can often be found inside the creature's cavernous stomach.

Terrain: Any.

Beholder, Aquatic

Armor Class: 5
Hit Dice: 13**** (hit points special) (M)
Move (swimming): 150' (50')
Attacks: 2 claws/1 bite+special
Damage: 2d4/2d4/2d10+special
No. Appearing: 0 (1)
Save As: Fighter: 13
Morale: 10
Treasure Type: C
Intelligence: 13
Alignment: Chaotic
XP Value: 5,150



Monster Type: Monster (Very Rare).

The aquatic beholder looks similar to its land-dwelling cousin, but has only two eyestalks. The one large front eye is the same as the land beholder's, as is the cavernous mouth beneath it. However, the aquatic beholder also has two clawed arms, similar to a lobster's. It is found only

in the great (and often murky) depths of the ocean.

The front eye can produce a blinding flash once every 3 rounds. Any victim within 60 feet must make a saving throw vs. death ray or be paralyzed for 1d10 rounds. One of the small eyes can create a *charm person* spell effect and the other a *hold monster*, or, by working together instead of separately, the two can produce a full illusion affecting all the senses. The monster is very intelligent, and its illusions are very convincing.

The front eye has 20 hit points; each eyestalk has 12. As with the land-dwelling beholder, eye and eyestalk damage is not included in the total needed to kill the creature, and damaged or destroyed eyes will grow back in 1d4 days.

Terrain: Ocean.

Bhut*

Armor Class: 4
Hit Dice: 7+2** (M)
Move: 120' (40')
Attacks: 2 claws/1 bite
Damage: 1d4/1d4/1d6+special
No. Appearing: 2d4 (2d4)
Save As: Fighter: 10
Morale: 10
Treasure Type: A
Intelligence: 12
Alignment: Chaotic
XP Value: 1,500



Monster Type: Humanoid (Very Rare).

Bhuts are similar in many ways to lycanthropes and undead. During the daytime, bhuts appear to be normal humans. At night, their skin becomes scaly, their hair becomes wild, their hands turn into claws, and their teeth

become fangs. While in this form, they hunt humans and demihumans for food. They are extremely cunning and often use deception and trickery to obtain their meals.

In combat, bhuts attack with their claws and bite. Their bite is freezing to the touch. Besides receiving normal damage, any creature bitten by a bhut must make a saving throw vs. paralysis or be numbed. Numbed creatures always lose their initiative, and all attack rolls are at -2. The numbness lasts for 1d4 rounds.

Bhuts have all the immunities of undead creatures (*sleep*, *charm*, *hold*, poison, and gases). They are very stealthy and difficult to hear. They cannot be turned. They save at three levels higher than their Hit Dice. Bhuts cannot be hit by nonmagical weapons, but a single hit from a *blessed* weapon will kill one instantly. In addition, bhuts radiate a powerful aura, preventing *detect evil* and *know alignment* spells from working on them. *Know alignment* is distorted by the aura and will seem to reveal a Lawful alignment.

Bhuts prefer to live near human settlements, preying on those living there. Often they will work together. Normally they will assume some innocent cover (monks, traveling gypsies, a family on the edge of town, etc.) to prevent suspicion.

Terrain: Settled.



Brain Collector



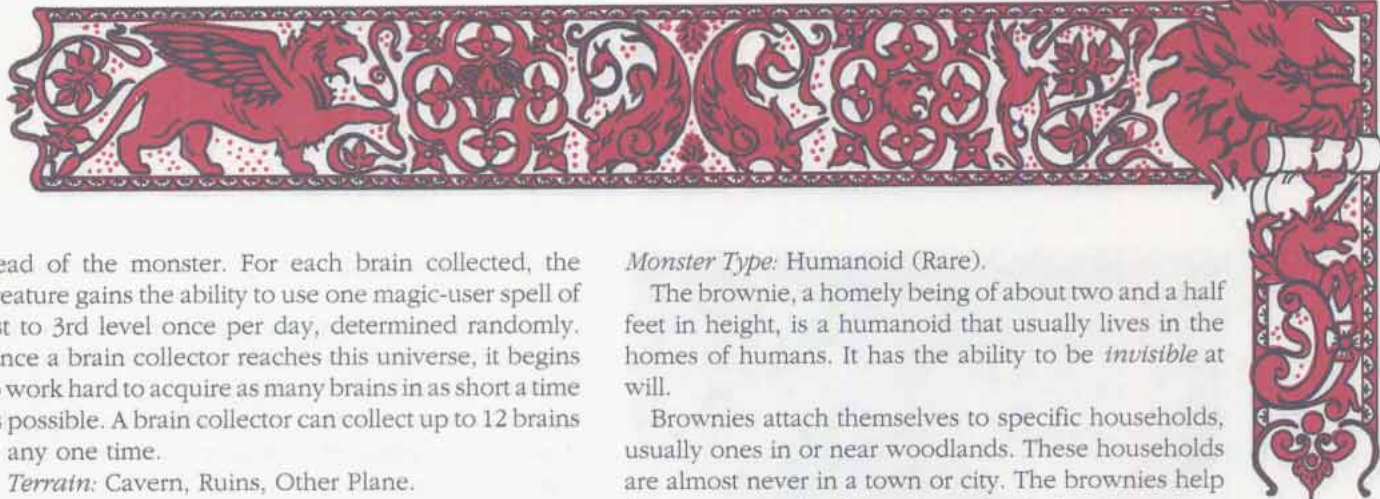
Armor Class:	2
Hit Dice:	10* (L)
Move:	180' (60')
Attacks:	1 bite+spells
Damage:	1d10+spells
No. Appearing:	1 (1)
Save As:	Fighter: 10
Morale:	10
Treasure Type:	C
Intelligence:	11
Alignment:	Chaotic
XP Value:	1,750

Monster Type: Planar Monster (Very Rare).

Brain collectors, or *neb-thalggu* in their own language, are a race of other-dimensional creatures who are only occasionally able to cross the barriers separating their universe from this one. Only near sources of great magical energy, where the fabric of time and space is twisted, can they find small gateways. They do not think like any known creature, but seem, for some purpose, to be driven to collect brains.

A brain collector is truly hideous, with a bloated, yellow-orange, oily, amorphous body from which sprout dozens of short, writhing tentacles. It scurries about rather swiftly on six crab-like legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head.

When these creatures slay humans and humanoids, they carefully cut away the top of the head with surgical tools to expose the brain and then swallow it. The brain then moves into one of several pockets within the brain collector's own head, forming a distinctive lump in the



head of the monster. For each brain collected, the creature gains the ability to use one magic-user spell of 1st to 3rd level once per day, determined randomly. Once a brain collector reaches this universe, it begins to work hard to acquire as many brains in as short a time as possible. A brain collector can collect up to 12 brains at any one time.

Terrain: Cavern, Ruins, Other Plane.

Brownie

	<i>Brownie</i>	<i>Redcap</i>
Armor Class:	7	7
Hit Dice:	2* (S)	2* (S)
Move:	120' (40')	120' (40')
Attacks:	1 weapon	1 weapon or 2 scratches/1 bite
Damage:	1d6 or by weapon type	1d6 or by weapon type or 1d2/1d2/1
No. Appearing:	0 (1)	0 (1)
Save As:	Halfling: 2	Halfling: 2
Morale:	8	8
Treasure Type:	Nil	D
Intelligence:	12	12
Alignment:	Lawful	Chaotic
XP Value:	25	25



Monster Type: Humanoid (Rare).

The brownie, a homely being of about two and a half feet in height, is a humanoid that usually lives in the homes of humans. It has the ability to be *invisible* at will.

Brownies attach themselves to specific households, usually ones in or near woodlands. These households are almost never in a town or city. The brownies help the occupants by doing household chores, such as sweeping, cleaning, churning, and threshing, late at night. They ask nothing in return; indeed, to be offered any sort of wages for their work would be insulting to these earnest wee folk.

It is acceptable, however, to leave small treats as gifts for the little helpers. Each brownie has its own favorite tidbits, but the best known in folktales are the bowl of fine cream and special little cakes, made of freshly ground meal, which are toasted on the embers of the hearth and spread with honey.

To keep a brownie happy, one need only leave him these gifts and offer praise for his kind work every once in a while. But if the work is criticized at all, or if low-quality gifts (stale cakes, sour or skim milk, etc.) are left out, the brownie will take offense and become troublesome. Help will become hindrance as every night he curdles the milk, lets farm animals and pets out, dirties the house, and rearranges the furniture so that people trip in the dark. The brownie will never cease to torment his scornful hosts; indeed, he has been known to follow them to new houses. But even an angered brownie is not normally directly violent, nor will he arrange items or events so as to cause dire physical injuries or death. Rather, his ire will be shown through tricks made to cause his hosts more work or to embarrass them.

The only way to get rid of a brownie, whether you intend to or not, is to leave clothing out for him. Even a troublesome brownie will depart immediately if left so much as a tiny cap.

Not all brownies serve as household guardians, but this is their best-known role. They are also known as the guardians of treasure. People sometimes say a little incantation and leave a little gift when they bury treasure, hoping some nearby brownie will hear them and take the treasure under his protection. Some restless brownies wander and work mischief, however, much like human adventurers.

All known brownies are male. It may be that there are female brownies, but they must be quite rare, or their behavior and appearance must be nearly identical to that of the males.

Redcap: The redcap is an evil brownie. While most





brownies are helpful to humankind, redcaps are hurtful. They hate all mortals—humans, demihumans, and humanoids alike—and sometimes even animals receive their hostility. The only companions a redcap might have are the fey dogs, the coin-sith.

Redcaps appear as thickset, gnarled old brownies. Their teeth are long and protruding, and their scrawny fingers are tipped with long, claw-like nails. Peering out from behind their long, tangled, gray hair are bloodshot eyes filled with malice and anger. They often wear sturdy iron boots, carry a pikestaff, and always, but always, have atop their skulls the trademark red cap.

While good brownies are attracted to living households, the redcap haunts ruins, especially castles and the sites of former tyranny. There he flings stones at travelers seeking shelter in his haunt. If given the chance, he will murder them outright and catch their blood in his cap to maintain its carmine hue.

A redcap normally fights with his pikestaff (damage 1d6) or knife (damage 1d4), and always prefers to attack helpless (preferably sleeping) victims, since he is cowardly at heart. Awake travelers will be harassed, but not usually attacked.

The redcap may become *invisible* at will. Like pixies, the redcap can remain invisible even while attacking.

Attacks made back at a redcap while it is invisible are at -4 to hit.

Holy symbols prominently displayed will often ward off a redcap, for it has a great fear of the Immortals. Similarly, a character chanting prayers aloud might be subject to harassment but will not likely be attacked. Holy water is extremely repulsive to redcaps (2d4+1 points of damage from being struck with a vialful).

If somehow disarmed, a redcap can fight with his claw-like nails and a bite (damage 1d2/1d2/1), but in such an instance flight would be preferred.

When killed, the redcap vanishes in a sudden burst of flame. The only trace left behind is a single, large tooth. Peasant lore states that this relic is of value for spells and potions of a Chaotic nature, but most people prudently leave it untouched, unless they have the means to safely hide or destroy it.

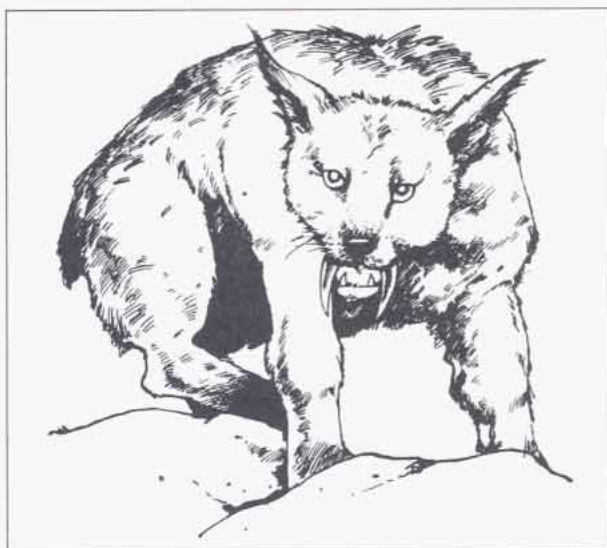
Redcaps are of Chaotic alignment. They often guard ancient treasure in their deserted homes. Such a treasure is always cleverly hidden and protected by lethal traps.

Terrain: Brownie: Settled, Woods; Redcap: Ruins.

Cat, Great

	<i>Bekkah</i>	<i>Cheetab</i>	<i>Jaguar</i>
Armor Class:	4	5	6
Hit Dice:	12* (L)	3* (M)	4+2 (M)
Move:	150' (50')	180' (60') or 300' (100')	180' (60')
Attacks:	2 claws/1 bite+special	2 claws/1 bite	2 claws/1 bite
Damage:	1d10/1d10/3d8	1d2/1d2/1d6	1d3/1d3/1d8+1d4+1/1d4+1
No. Appearing:	1 (1d2)	0 (1d6)	1 (1d3)
Save As:	Fighter: 6	Fighter: 2	Fighter: 2
Morale:	10	9	11
Treasure Type:	Nil	Nil	Nil
Intelligence:	4	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	1,250	50	125

	<i>Lynx</i>	<i>Spotted Lion</i>	<i>Wildcat</i>
Armor Class:	5	6	5
Hit Dice:	2+2 (M)	6+2 (L)	1 (S)
Move:	150' (50')	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d2/1d2/1d4	1d4/1d4/1d10	1/1/1d3
No. Appearing:	1d2 (1d4)	1d3 (1d6+4)	1d2 (1d2)
Save As:	Fighter: 1	Fighter: 3	Normal Man
Morale:	9	9	7
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	350	10



Monster Type: Normal Animal (Common).

Like the other great cats, these generally avoid combat except when hunting for food or in self-defense. They do not normally wander underground, but may make their homes in caves or old excavations. There is a 25% chance that any cat's lair will contain 1d4 cubs. Great cats will fiercely defend their lairs (+2 to morale) or young (+4 to morale) against intruders.

Although great cats do not collect treasure for its own sake, their lairs may contain money, gems, jewelry and even small magical items carried into them (the lairs) along with the bodies of their victims.

Bekkah: This is a variety of unusually large black panther which inhabits dense tropical jungles and warm forests. They are awesome killers, and those who encounter a bekkah seldom live to tell the tale. This is not unconnected to the fact that anyone hearing the beast's terrifying roar must make a successful saving throw vs. spells or stand rooted to the spot for 2d4 rounds. Characters rooted to the spot may still fight the beast, but suffer a penalty of -2 to their attack and damage rolls (a minimum of 1 point of damage).

Although few have ever escaped from a bekkah, the disappearance of victims and the beasts' massive paw-prints are ample evidence of the creatures' existence for those who live in or near their jungle homes. For jungle-dwellers the mystery surrounding bekkah and their seeming invulnerability often leads to the cats being afforded the status of gods. A tribe which shares a jungle with one or more bekkah may attempt to placate the beast with sacrifices of animals (or even people) left bound and helpless at traditional locations where the cats know to look.

Cheetah: These great cats are among the fastest of

all land animals, and take advantage of their speed when hunting prey on the warm, tropical plains and grasslands where they live. Their normal prey are large herbivores such as antelopes or zebra, but cheetah will often attack characters or their horses. They are territorial, but do not have permanent lairs. The normal movement rate of cheetahs is 180' (60'), but they are able to sprint at 300' (100') for up to 6 rounds. After sprinting, their movement rate drops to 120' (40') for 1 turn. Some humanoids (for example, primitive humans and rakasta) have been known to capture and train cheetahs for use in the hunt or in warfare.

Jaguar: These great cats inhabit tropical jungles and warmer temperate forests. They are particularly aggressive, and will viciously attack any creature which they feel threatened by. If both of a jaguar's front claws strike an opponent in the same round, the cat can also rake the victim with its two rear claws (+2 to hit; Damage 1d4+1 each). Jaguars are very good climbers, and can attack by leaping down from the branches of a tree (+1 to hit, surprise on 1-3 on 1d6).

Lynx: This is a variety of great cat found most often in cold regions, particularly forested areas. They can leap, climb, and swim well, and their natural camouflage means that they surprise victims on a roll of 1-4 on 1d6. Their prey is generally small, and they are unlikely to attack characters for food. They will, however, fight large opponents if they feel threatened.

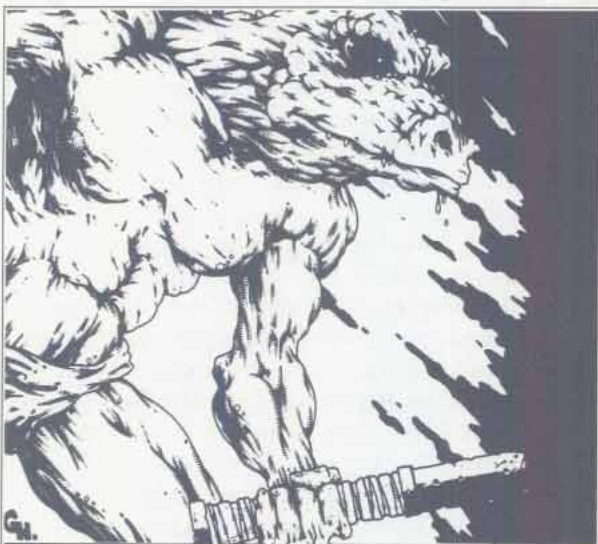
Spotted Lion: These animals are similar in form and behavior to normal lions except for their larger size (about 30% bigger) and speckled coloration. They roam the plains and hills of lost world areas.

Wildcat: Wildcats are closely related to domestic cats which they resemble, apart from their size—wildcats are as large as a normal dog. They are tree-dwellers and can be found in almost any wilderness environment, with the exception of deserts and arctic regions. They hunt mainly small game and avoid people if possible. However, like cheetahs, wildcats are sometimes trained for use as hunting animals by humanoid groups.

Terrain: See individual cat descriptions, above.



Cay-Man



Armor Class:	7
Hit Dice:	2 (S)
Move:	90' (30')
Attacks:	1 bite or weapon
Damage:	1d4 or by weapon
No. Appearing:	0 (10d6)
Save As:	Fighter: 1
Morale:	8 (9)
Treasure Type:	K
Intelligence:	9
Alignment:	Neutral
XP Value:	20

Monster Type: Humanoid (Common).

Cay-men are small, intelligent, reptilian humanoids. They are related to lizard men, although they are much smaller (standing no more than one foot high) and are more intelligent. Cay-men fashion weapons from bones, and some wear bone-and-feather headdresses. They can speak the Common tongue, their own language, and sometimes the languages of other creatures of the area.

They are not warlike, usually fighting only in defense of their homes or for some necessary gain (territory or food sources). In combat a cay-man normally uses a small javelin or large dagger (almost a short sword in size). Both weapons inflict 1d6 points of damage. However, cay-men know that they are not suited to fighting. They prefer to make quick attacks and get to cover before the enemy can respond.

Cay-men build underground villages with tunnels and chambers one to two feet high. These villages are often protected by palisades of packed dirt and woven

reeds, and have numerous entrances to them. Villages are led by a shaman (AC 6; HD 5–7) who can cast spells as a cleric of the same level. These shamans live longer than normal cay-men, and when a shaman is present, the morale of all cay-men is increased by 1.

Terrain: Open, River/Lake, Swamp, Woods.

Chameleon Man

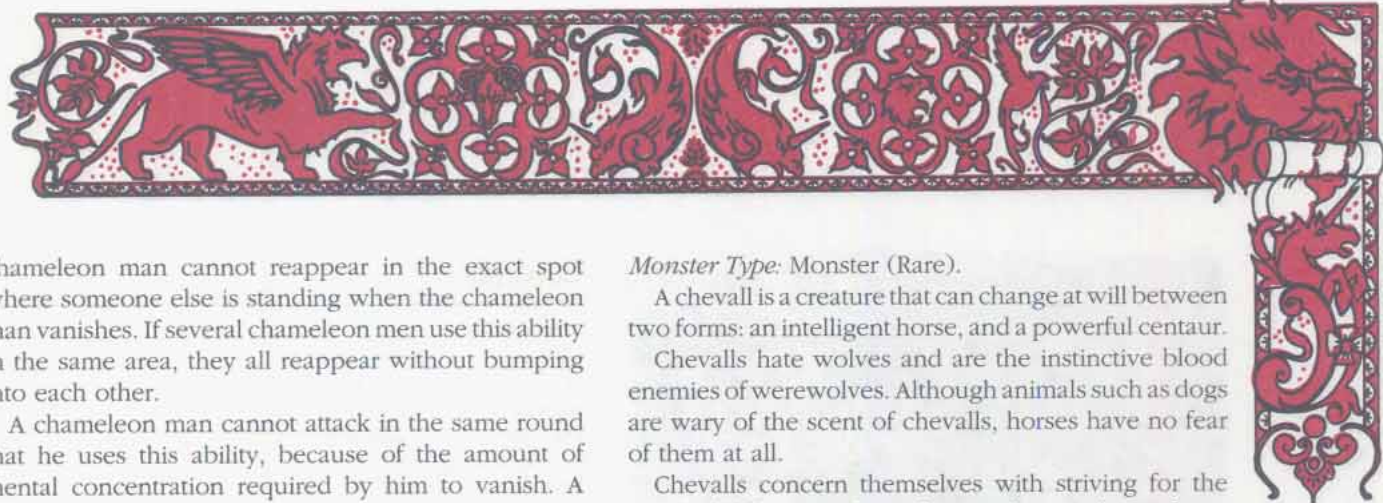


Armor Class:	9
Hit Dice:	2* (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2d4 (5d4)
Save As:	Fighter: 2
Morale:	7
Treasure Type:	(Q+S) E
Intelligence:	10
Alignment:	Neutral
XP Value:	25

Monster Type: Humanoid (Rare).

Chameleon men usually live in deep caverns or in dense forests far from civilization. They are seven feet tall and quite thin, with spindly arms and legs. They move with a gangling, awkward stride. They have multicolored skin with tiger-like stripes of red, blue, green, yellow, brown, orange, black, and white.

Each round a chameleon man can vanish and reappear in another place up to 120 feet away from the spot where he vanished. This vanishing move is instantaneous. The control of this ability is so precise that chameleon men never reappear in midair or inside solid objects. However, since the ability is instantaneous, a



chameleon man cannot reappear in the exact spot where someone else is standing when the chameleon man vanishes. If several chameleon men use this ability in the same area, they all reappear without bumping into each other.

A chameleon man cannot attack in the same round that he uses this ability, because of the amount of mental concentration required by him to vanish. A group of chameleon men will usually work in concert, using their vanishing ability to surround their unsuspecting opponents.

The warriors of this race are usually armed with daggers, spears or clubs. They never wear armor, however, since they cannot carry much weight when vanishing. Chameleon men leaders, known as lords of shade and hue, have 4 Hit Dice and have 1d20+10 bodyguards who always accompany them (HD 2). Both leaders and bodyguards have a morale of 9.

Terrain: Cavern, Woods.

Chevall*



	Horse Form	Centaur Form
Armor Class:	2	5
Hit Dice:	7* (L)	7* (L)
Move:	270' (90')	180' (60')
Attacks:	2 hooves/1 bite	2 hooves/1 weapon
Damage:	1d6/1d6/1d8	1d6/1d6/by weapon
No. Appearing:	0 (1d3)	0 (1d3)
Save As:	Fighter: 7	Fighter: 7
Morale:	11	9
Treasure Type:	C	C
Intelligence:	12	12
Alignment:	Neutral	Neutral
XP Value:	850	850

Monster Type: Monster (Rare).

A chevall is a creature that can change at will between two forms: an intelligent horse, and a powerful centaur.

Chevalls hate wolves and are the instinctive blood enemies of werewolves. Although animals such as dogs are wary of the scent of chevalls, horses have no fear of them at all.

Chevalls concern themselves with striving for the good of all horses. They often go about in horse form, checking on the welfare of horses in the service of humans, demihumans and humanoids. If a chevall finds a horse which is unhappy with its lot (for example, because of maltreatment or neglect) it will not rest until it has freed the animal.

In either of their two forms, chevalls can talk to and understand horses, using sounds which, to human ears, are nothing more than neighs and whinnies. Using this whinnying language, a chevall can command any horse, wild or domesticated, to do its bidding. Once per day, a chevall can magically summon 1d3 war horses which arrive in 1d4 rounds.

While in centaur form, chevalls usually arm themselves with wooden clubs or short bows. In this form, they can speak the languages of both humans (Common) and centaurs, as well as being able to speak with horses. In either of their two forms, chevalls may only be hit by silver or magical weapons.

Chevalls have a bit of a sweet tooth, and many particularly like apples and other fruits, sweet pastries, and sugary fruit muffins.

Terrain: Mountain, Open, Settled, Woods.

Load: 4,000 cn at normal speed or 8,000 cn at half speed.

Barding Multiplier: x1.

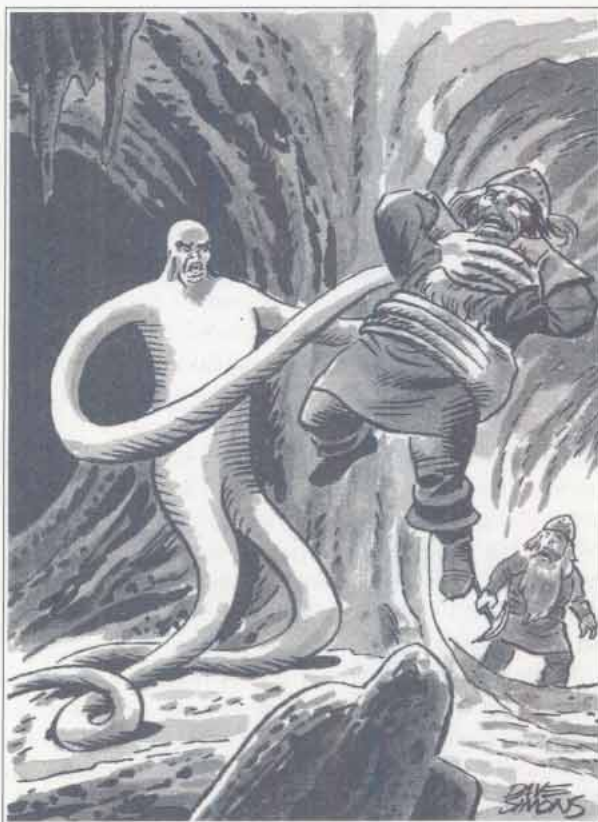
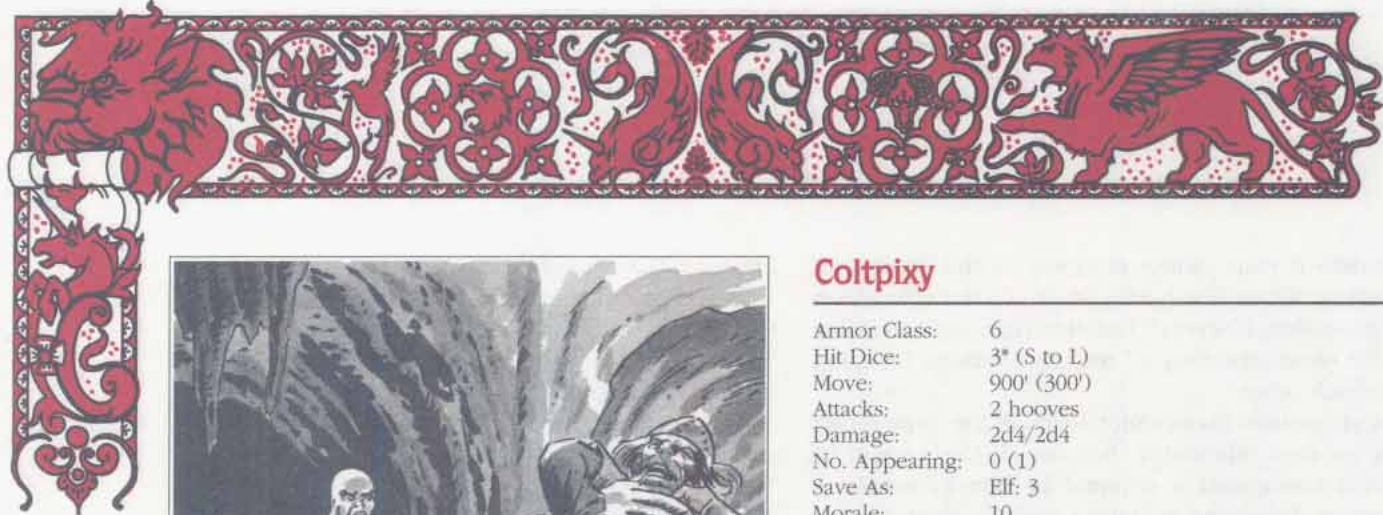
Choker

Armor Class:	4 (9)
Hit Dice:	3* (S)
Move:	10' (3')
Through rock	1' (1/3')
Attacks:	1 strangulation or ripping
Damage:	1d8 (strangle) or 1d4 (ripping)
No. Appearing:	1d6 (1d6)
Save As:	Fighter: 3
Morale:	4
Treasure Type:	Nil
Intelligence:	3
Alignment:	Chaotic
XP Value:	50

Monster Type: Humanoid (Rare).

The choker is a creature found in caves and caverns. It is more or less humanoid, having two arms, two legs,





a torso and a head. But though their torsos and heads are small and compact, the size of a baby human's, their arms and legs—and fingers—are incredibly spindly and long, so that an adult choker, stretched to its full length, would stand nearly six feet tall.

Chokers' limbs are like tentacles, having cartilage but no actual bones. The choker lives by crawling along the crevasses, dry underground riverbeds, and air shafts that accompany dwarven or other subterranean building sites. Finding an opening into an area where dwarves, humans, or humanoids pass, it lies in wait. When a lone creature passes, the choker reaches out and begins to strangle it.

If the attack succeeds, the creature uses cutting cartilage on its fingers to carve its victim into readily transportable pieces, and then it carts the pieces away. If the victim puts up too much resistance, however, the choker quickly turns and flees the area. Chokers don't care for resistance. Most of them will leave the area if they have not dispatched their intended victim within 2 to 6 rounds.

Chokers tend to be stony brown in color. They are vaguely intelligent and have a primitive language, but do not make or use tools.

Terrain: Cavern.

Coltpixy

Armor Class:	6
Hit Dice:	3* (S to L)
Move:	900' (300')
Attacks:	2 hooves
Damage:	2d4/2d4
No. Appearing:	0 (1)
Save As:	Elf: 3
Morale:	10
Treasure Type:	Nil
Intelligence:	7
Alignment:	Lawful (see below)
XP Value:	50

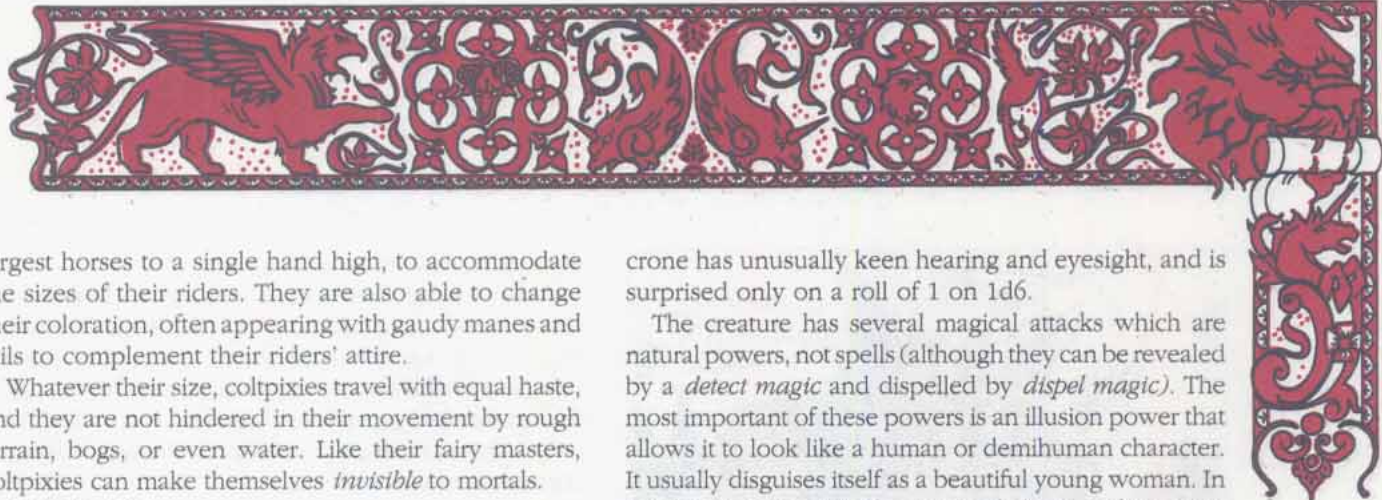


Monster Type: Enchanted Animal (Very Rare).

The coltpixy is an enchanted pony or horse, distantly related to unicorns, that is encountered chiefly in the service of important fairies (brownies, leprechauns, pixies, sprites, and other wee folk). Wild coltpixies, of Chaotic alignment, delight in leading normal horses astray, to the bedevilment of their mortal riders; but the creatures are otherwise shy, gentle, and loyal beasts. If explicitly commanded by its fey master to do so, a coltpixy will carry normal humans or demihumans, but never for a very long period of time.

Coltpixies are able to alter their size, from that of the





largest horses to a single hand high, to accommodate the sizes of their riders. They are also able to change their coloration, often appearing with gaudy manes and tails to complement their riders' attire.

Whatever their size, coltpixies travel with equal haste, and they are not hindered in their movement by rough terrain, bogs, or even water. Like their fairy masters, coltpixies can make themselves *invisible* to mortals.

Terrain: Any.
Load: 3,000 cn at full speed or 6,000 cn at half speed.
Barding Multiplier: ×1. Note, however, that magical barding is required if the coltpixy is to be able to change shape (and the barding with it).

Crone of Chaos

Armor Class:	7
Hit Dice:	6* (M)
Move:	120' (40')
Attacks:	2
Damage:	1d6/1d6
No. Appearing:	1 (1)
Save As:	Fighter: 6
Morale:	8
Treasure Type:	S+U
Intelligence:	14
Alignment:	Chaotic
XP Value:	500



Monster Type: Humanoid (Very Rare).
 A crone of chaos is a very intelligent, evil-natured creature who uses deception to cause pain and suffering. In its true form, a crone has wrinkled, leathery skin, sparse hair, long and crooked arms, fangs, and large hands with claw-like fingers. It normally lives alone in evil forests or desolate wildernesses, often in a cave. A

crone has unusually keen hearing and eyesight, and is surprised only on a roll of 1 on 1d6.

The creature has several magical attacks which are natural powers, not spells (although they can be revealed by a *detect magic* and dispelled by *dispel magic*). The most important of these powers is an illusion power that allows it to look like a human or demihuman character. It usually disguises itself as a beautiful young woman. In this form it uses *animal control* and *daggers of sorcery* to attack. It can only make one magical attack per round and both attacks have a range of 240 feet (yards outdoors). A crone can still maintain its illusion power while employing its other magical attacks, and fights in its true form only if surprised or if the other attacks have failed to defeat its victims.

Animal Control: The crone can control 1d6 normal or giant animals automatically (no saving throw).

Daggers of Sorcery: This attack creates 1d6 ghostly white daggers, which appear in midair and attack. Each dagger attacks a different target and fights until either the dagger is destroyed or the victim is killed. The crone controls the movement of the daggers. She will direct each dagger to follow its target as the target moves. The daggers can be attacked as if they were living creatures (AC 2, HD 1, hp 1, #AT 1, Damage 1d4, Save as Fighter: 1). Any hit on a dagger destroys it. As each dagger is destroyed, all characters who fought that dagger must make a saving throw vs. spells. Those failing their saving throws become dizzy and weak for 6 rounds (–2 to attack rolls and saving throw), while those who make successful saving throws are unaffected.

Terrain: Any except Settled and aquatic types.

Cryon

Armor Class:	6
Hit Dice:	2+1* (M)
Move:	60' (20')
On ice	180' (60')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	0 (10d4), occasionally 1d4x50+ (see below)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	A
Intelligence:	9
Alignment:	Neutral
XP Value:	35

Monster Types: Humanoid (Rare).
 Cryons live in cold and icy climates. They are covered with white fur and resemble large, bipedal bats. Their large foot claws curve to form skates



beneath their feet. These skates are used for traveling across icy wastes. The wings of a cryion are not used for flying, but as sails to propel the cryion across the ice. Cryions have large ears which give them excellent hearing (hear noise on 1–4 on 1d6). Their eyesight is also good. Cryions are only surprised on a roll of 1 on 1d6.

Cryions live in groups of 10–40 (10d4), called mnelds, and are nomadic. They travel over vast areas of ice, propelled by the wind in their wings. They live in buildings made from animal skins and hides. When groups of cryion move to new hunting grounds, they transport their homes in sail-propelled sleighs.

Once every three years, cryion groups congregate in vast hordes at the edge of the ice to trade, marry, fish, and otherwise enjoy themselves. The location of this meeting varies, but it is always held in a place sacred to the cryions. During the celebration groups are generally far larger than the normal ones—usually 50–200 (5d4×10) members. Some groups have as many as 500 members.

These large groups follow charismatic leaders on winter expeditions into more temperate areas. The cryions use frozen waterways to sweep down on isolated settlements to gain treasure and metal goods. How they gain these matters little; sometimes they trade furs with one settlement, but at another similar settlement they will attack for no apparent reason. What is certain is that they have no understanding of any folk but themselves. Before the ice melts, the cryions return home and break up into smaller groups, spending the next three years in new mnelds before again meeting together.

Cryions use large harpoons which inflict 1d8 points of damage. If these harpoons are used by a fast-moving (or charging) cryion, they inflict double damage. They otherwise use whatever weapons they have gained from

their excursions into the temperate lands.

Cryion leaders can have as many as 8 Hit Dice, but mneld leaders generally have between 4 and 7 Hit Dice. Shamans are not unknown among the cryions, but are rare. Most mnelds do not have one, but those that do (1 in 6 chance per group) have shamans of 1st–5th level.

Cryions are resistant to cold and suffer only minimum damage from cold attacks.

Terrain: Cold/Arctic.

Dark Wing



Armor Class:	5
Hit Dice:	3* (M)
Move:	60' (20')
Flying	180' (60')
Attacks:	2 claws, 1 bite
Damage:	1d4/1d4/1d6
No. Appearing:	1d3×10 (1d3×10)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	B
Intelligence:	7
Alignment:	Chaotic
XP Value:	50

Monster Type: Humanoid (Very Rare).

Dark wings inhabit high rocky crags and mountains. They have green, scaly bodies and black, leathery wings. The creatures are nocturnal and never come out of their dark, eerie caves during the day. At night they flock forth to the lowlands to hunt.

Dark wings dislike bright lights and never leave their caves on the nights of the full moon. A *light* spell causes them to fight with a penalty of –1 to attack and damage





rolls, and also to make morale checks at -1. A *continual light* spell causes them to fight at -2 to hit and damage, and immediately to make a morale check or flee to their lair. These effects are not cumulative, so dark wings subject to both *light* and *continual light* spells are at -2 to hit and damage, not -3. Dark wings that make successful morale checks fight to the death, but still suffer the penalties incurred by bright lights.

Because of their dark coloration and ability to glide, dark wings surprise opponents on a roll of 1-4 on 1d6. Two dark wings acting in unison can swoop down and carry off a human-sized creature if both make a attack roll of 18 or more. Larger creatures such as horses or cattle are killed and dismembered before being taken to the lair.

A dark wing lair is a foul and unsettling place, covered in the creatures' filth and the bones of their victims. There will always be 2d6 young roosting on ledges around the caves. These young dark wings will fight if threatened or attacked (AC 8; HD 1-1; #AT 1 bite; Damage 1d3).

Terrain: Cavern, Mountain, Hills, Open (night only).

Darkhood (Rorphyr)*



Armor Class:	-2
Hit Dice:	13* (M)
Move:	240' (80') (see below)
Attacks:	1 touch+special
Damage:	1d4+ <i>fear</i>
No. Appearing:	1d2 (0)
Save As:	Magic-User: 13
Morale:	11
Treasure Type:	V
Intelligence:	14
Alignment:	Chaotic
XP Value:	2,300

Monster Type: Undead (Very Rare).

The hideous undead creature known as a darkhood (or rorphyr) thrives on the emanations of fear which it creates in its fleeing victims. Although the creature seldom does much physical harm to its victims, it will often leave a party scattered, weakened, and vulnerable to attacks by other creatures.

The darkhood appears as a gray, translucent, robed figure whose cowed face is completely hidden in shadow. Each darkhood has a particular territory (typically a few hundreds of feet in diameter) in a crypt, old dungeon, or abandoned village or town. The darkhood is unable to leave its territory. Within it, however, the darkhood has complete freedom of movement, being unimpaired even by solid objects. For example, it will often appear unexpectedly by emerging from a wall, floor, or ceiling.

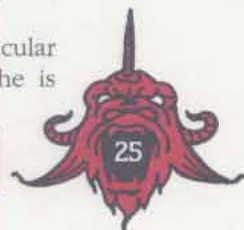
A darkhood can only be hit by magical weapons of +2 or better, and is immune to spells such as *sleep*, *charm*, *hold*, and so on. The creature can be turned as a haunt, and like it is only destroyed on a "D" result if it fails a saving throw vs. spell.

The darkhood can draw visions from the dark and hidden depths of its victims' imaginations. Those who are the most intelligent have the most fertile minds and so are the most susceptible to this form of attack. Because of this, anyone seeing the darkhood must make a *reversed* ability check by rolling *higher* than his or her Intelligence on 1d20. The DM may choose to make characters who have recently undergone particularly harrowing experiences more susceptible to the darkhood's visions by subtracting between 1 and 3 from the die roll.

To those who roll *greater than* their Intelligence on 1d20, the shadowy void beneath the creature's cowl remains empty. To those who roll *less than or the same as* their Intelligence, the cowl becomes filled by hideous visions from the depths of their imaginations. Those who experience such a vision flee in terror from the darkhood, running maniacally at 30 feet more than their usual movement rate for 1d4+2 rounds, and changing route at random.

Running from a darkhood is very exhausting, and fleeing characters must make a saving throw vs. spells each round or temporarily lose 1d3 points of Constitution (plus any hit points that may result from this reduction). Characters whose Constitution drops below 3 will fall unconscious until their Constitution rises to 3 or more. Lost Constitution is regained at a rate of 1 point per turn.

Once a victim has experienced the fear of a particular darkhood and has recovered from it, she or he is



immune to further fear attacks from that creature for the next 24 hours.

In melee, the darkhood attacks with a chilling touch which causes 1–4 points of lingering cold damage. The touch also fills the victim with an overwhelming terror which has the same effect as an imaginary vision seen in its cowl.

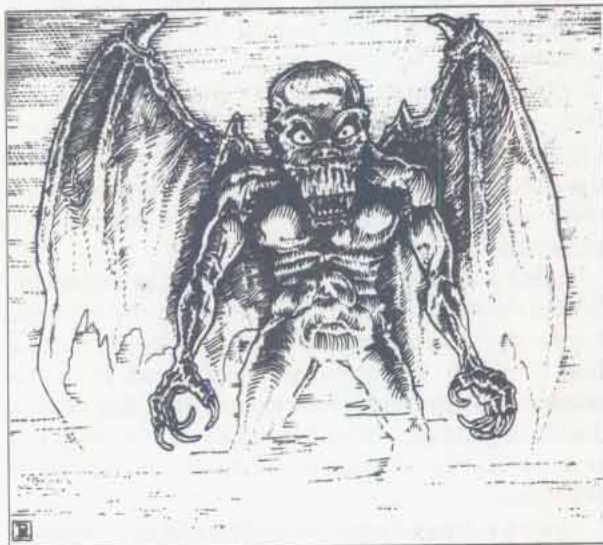
It is from terrified and fleeing characters (affected by touch or vision) that the darkhood draws its sustenance. It will pursue them until they drop, often overtaking them by moving unseen through the walls so as to suddenly appear in front of them. In this way, the darkhood will keep fleeing victims herded within its territory.

The darkhood ignores unconscious victims and gives up its "attacks" once all of its victims have collapsed, recovered from their fear, or have left its territory. The creature, sated from the hunt, will then return to its lair.

Terrain: Cavern, Ruins.

Death Fiend (Ostego)

Armor Class:	4
Hit Dice:	7** (L)
Move:	90' (30')
Flying	180' (60')
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d4+special
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 7
Morale:	10
Treasure Type:	E
Intelligence:	8
Alignment:	Chaotic
XP Value:	1,250



Monster Type: Planar Monster (Very Rare).

Death fiends, also known as ostegos, appear as 10-foot-tall, gaunt, hairless humanoids with gray, scaly skin. Ivory fangs protrude from their mouths, and their fingers are tipped with adamantite talons. Their eyes glow like smoldering coals, and two huge bat-like wings grow out of their back.

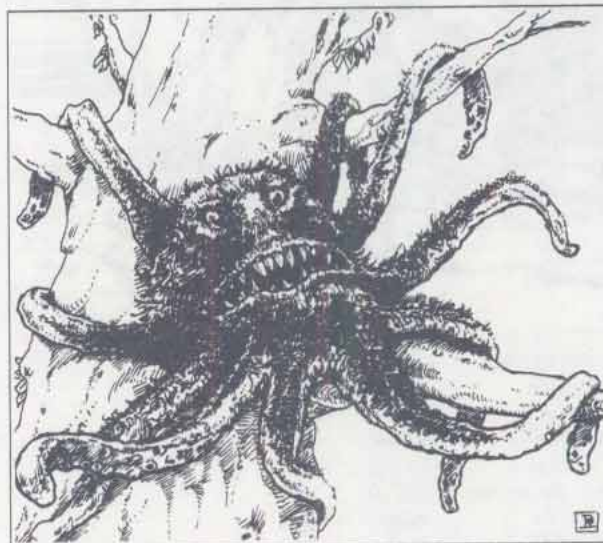
Death fiends attack with their claws and fangs. Any creature struck by their claws must make a saving throw vs. paralysis or be paralyzed for 2d4 turns. Any creature bitten by a death fiend must make a saving throw vs. poison at –2 or die.

Death fiends have infravision (60-foot range), and the abilities to *teleport* (with no chance for error) and cause *darkness* (as the spell, but only in a 10-foot radius).

Terrain: Any

Decapus (Land and Marine)

Armor Class:	5
Hit Dice:	4 (M)
Move (in trees/swimming):	90' (30')
On ground/hunting	3' (1')
Attacks:	9 tentacles or 10 tentacles
Damage:	1d6 each
No. Appearing:	0 (1)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	C
Intelligence:	11
Alignment:	Chaotic
XP Value:	75



Monster Type: Monster (Rare).

Land Decapus: These foul creatures are usually found in forests. They look like bloated, four-foot-wide, hairy



globes from which sprout 10 long tentacles. The hair is usually brown, sometimes black, and the body is often green, although purple or yellow examples have been found. In the center of the decapus's body is its mouth, which is terrible to behold. It is extremely wide and has long, yellow teeth and horribly foul breath.

Decapuses usually live alone, preferring to hunt by themselves. When hunting, they swing through the trees, scooping up any prey they encounter in their tentacles. These tentacles are 10 feet long, and they extend from all parts of a decapus's body. They are covered with suckers which the decapus can use not only to grasp its prey, but also to climb walls and ceilings. In combat, the decapus most frequently hangs from the ceiling or trees with one of its tentacles and attacks its unfortunate victim with the other nine.

On the ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these only do half damage. When swinging from tree limbs, the decapus's movement rate is 90' (30'). On the ground, the decapus can only move 3' (1').

Marine Decapus: Apart from its coloration (which is mostly greens and blues), the marine decapus is identical in appearance to the land-based creature. It hunts by drifting slowly through the water (during which time its movement slows to 3' (1')) with its tentacles spread out around it in all directions. Since its weight is supported by the water and it has no need to anchor itself, the creature is able to attack with all 10 tentacles at once.

Terrain: Land: Ruins, Swamp, Woods; Marine: River/Lake, Ocean.

Deep Glaurant

Armor Class:	4
Hit Dice:	7* (L)
Move:	90' (30')
Gliding	120' (40')
Swimming	90' (30')
Attacks:	4 claws/1 bite
Damage:	2d4/2d4/2d4/2d4/1d4
No. Appearing:	1d2 (1d2)
Save As:	Fighter: 8
Morale:	10
Treasure Type:	N, O, magic weapons
Intelligence:	7
Alignment:	Chaotic
XP Value:	850

Monster Type: Monster (Very Rare).

This rare race of evil predators inhabits caverns deep beneath the world's surface. A glaurant hunts anything



and everything it sees move for food. It will fight until seriously wounded or threatened with death, or until its opponent is slain (whereupon it will immediately feed).

Deep glaurants are named for their strange gulping call, which they make deep in their throats when excited. When creeping up on prey or when encountered alone, they will be eerily silent.

Deep glaurants can cause magical *darkness* about themselves once every third round (such darkness lasting for the entire round) if they so desire, merely by silent effort of will. Glaurants are intelligent enough to arrange rockfall traps and deadly ambushes, and will use magic gained from caches, tombs, and victims as weapons against foes or to trade when caught at disadvantage. A favorite attack of a glaurant is to dive onto prey in silence and *darkness* from a high perch.

Glaurants are massively muscled, scaled, and ochre to stony-gray in hue. Humanoid in form, they stand eight feet tall. Their four limbs end in iron-strong, sharp-nailed claws which enable them to rend flesh and climb over stone with equal ease. They are capable diggers and have little wings—like broad, webbed claws—protruding from their shoulders. These wings can be folded flat or sculled with dextrous skill, and are used as aids in swimming, climbing, and turning falls into glides.



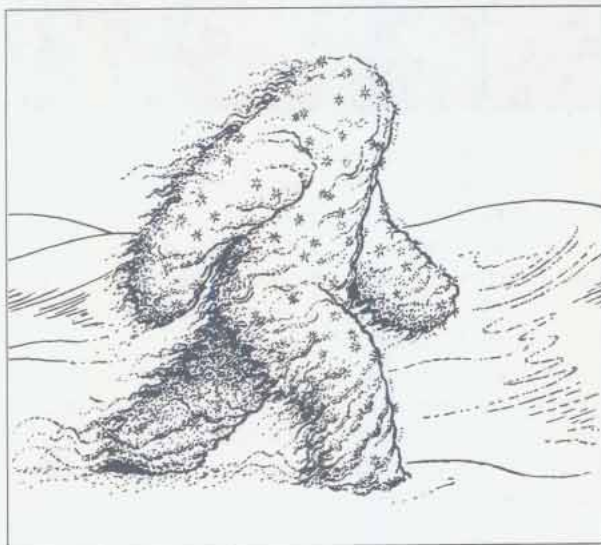
Glaurant can see up to 90 feet with infravision and are not bothered by normal or bright light. They have horns on their heads which curl over their ears. These horns and their ability to create *darkness* sometimes lead to their being confused with death fiends.

Deep glaurants are rumored to have cities and a civilization far underground.

Terrain: Cavern.

Desert Ghost

	<i>Immature</i>	<i>Mature</i>
Armor Class:	Not applicable	3
Hit Dice:	4* (M)	5**–8** (L)
Move:	30' (10')	120' (40')
Attacks:	By contact	1 touch
Damage:	1d6	1d8 per HD
No. Appearing:	(0) 3d4	(0) 2d4
Save As:	Fighter: 4	Fighter: 5–8
Morale:	Not applicable	10
Treasure Type:	Nil	See below
Intelligence:	3	5–8
Alignment:	Neutral	Neutral
XP Value:	125	425, 725, 1,250 or 1,750



Monster Type: Planar Monster (Very Rare).

Despite their name, desert ghosts are not undead. In fact, they are elemental creatures composed of sand and dust, deriving their being from the Plane of Earth. They are unaffected by mind-affecting spells such as *sleep*, *hold* and *charm* spells.

Desert ghosts enter the Prime Plane through wormholes during violent or magical sandstorms and, in their immature form, appear as patches of slightly sparkling sand, drifting across the desert dunes as though being blown by a gentle breeze. In this form they can travel

great distances, feeding on the tiny charges of static electricity that accumulate in the sand and dust.

Immature desert ghosts are not aggressive, but if they come into contact with any metal object larger than a dagger (for example, metal armor, a sword, etc.) they involuntarily release their electrical charge through it. This kills the desert ghost, but causes 1d6 points of damage to anyone in contact with the object. Since death can come to them so easily in this way, desert ghosts have an instinctive hatred of metal and metal users.

During sandstorms, desert ghosts gather in large numbers, although whether they simply sense storms or actually cause them is not known. During a storm, a desert ghost can travel great distances on the wind and may also develop into its mature form—a sparkling, vaguely human-shaped “ghost” of sand and dust which can stride across the desert.

In this form, desert ghosts are truly dangerous, for they are more intelligent and purposeful in their actions and have been known to carry out deliberate attacks against metal-bearing creatures. A mature sand ghost attacks by touch, causing 1d8 points of electrical damage (halved by a successful saving throw vs. spells) per contact, but losing 1d4 (1d2 if the victim makes the saving throw) of its own hit points in the process. Additionally, on an attack roll of 19 or 20, some of the dust and sand that makes up the creature gets into the victim's eyes, causing blindness (–4 to hit, +4 to be hit) until the sand and dust are washed out. A successful saving throw vs. dragon breath means that the victim has avoided the blinding dust.

Mature desert ghosts are unaffected by nonmetal weapons. Any melee attack with a metal weapon causes normal damage to the mature desert ghost, but the attacker also suffers 1d3 points of electrical damage. Metal or metal-tipped missile weapons cause only half normal damage, but the user is not affected by any electrical discharge. Electrical attacks, such as *lightning bolts*, actually *increase* a desert ghost's hit points by the same number that they would normally reduce them. Desert ghosts are immune to normal fire and take minimum damage from magical fire, but water causes the same damage to them as burning oil (1d8). Desert ghosts are hostile toward creatures from the Plane of Water.

Desert ghosts never have any metallic treasure, although small areas of the desert where they congregate may (30%) be scattered with 2–20 small gems worth 10–50 gp each. Very rarely (1%), a scroll of some type, picked up and carried for miles by a desert ghost, will also be found in their possession.

Terrain: Desert, Elemental Plane of Earth.

Dinosaur

	<i>Allosaurus</i>	<i>Ankylosaurus</i>	<i>Archelon</i>
Armor Class:	5	0	4
Hit Dice:	13 (L)	7 (L)	6 (L)
Move:	150' (50')	60' (20')	30' (10')
Attacks:	1 bite	1 tail	1 bite
Damage:	4d6	2d6	2d6
No. Appearing:	0 (1d4)	0 (1d8)	0 (1d4)
Save As:	Fighter: 7	Fighter: 4	Fighter: 3
Morale:	9	6	5
Treasure Type:	V	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	1,350	450	275

	<i>Brontosaurus</i>	<i>Dimetrodon</i>
Armor Class:	5	5
Hit Dice:	26 (L)	7 (L)
Move:	60' (20')	120' (40')
Swimming	150' (50')	—
Attacks:	1 bite/1 tail	1 bite
Damage:	2d6/3d6	2d8
No. Appearing:	0 (1d3)	0 (1d6)
Save As:	Fighter: 13	Fighter: 4
Morale:	8	8
Treasure Type:	Nil	V
Intelligence:	2	1
Alignment:	Neutral	Neutral
XP Value:	3,570	450

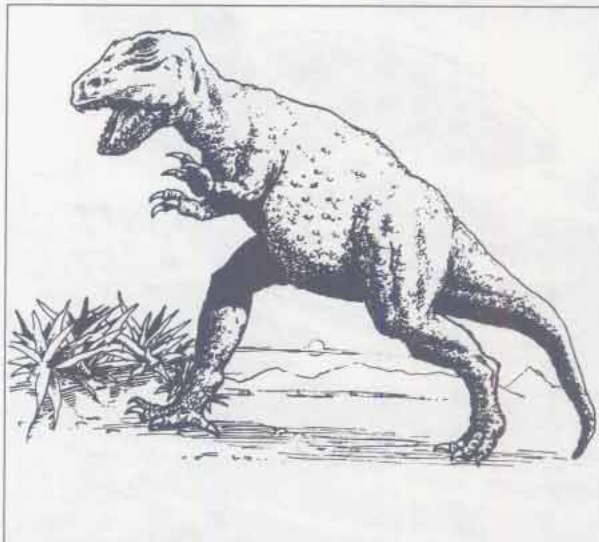
	<i>Trachodon</i>	<i>Tylosaurus</i>
Armor Class:	5	-2
Hit Dice:	14 (L)	21 (L)
Move:	120' (20')	90' (30')
Swimming	—	360' (120')
Attacks:	1 tail	1 bite
Damage:	2d6	7d12
No. Appearing:	0 (1d6)	0 (1d3)
Save As:	Fighter: 7	Fighter: 21
Morale:	6	10
Treasure Type:	Nil	Nil
Intelligence:	1	1
Alignment:	Neutral	Neutral
XP Value:	1,500	2,500

Monster Type: Prehistoric Animal (Rare).

All dinosaurs are very stupid (Intelligence 0-3), and can easily be fooled. Their prime motivation is hunger, and little else can penetrate their dim brains! Carnivores are usually ferocious and voracious. They will pursue anything that looks or smells edible. Herbivores, however, tend to ignore all nonedible things which do not appear to threaten them and flee in panic from anything which they view as dangerous, although certain types (for example, ankylosauruses) can be very aggressive if cornered.

For other lost world setting animals, see Animal, Prehistoric.

Allosaurus: This creature is a huge carnivorous dinosaur that runs upright on its large hind legs. It stands almost 15 feet tall and weighs several tons. The allosaurus attacks by biting with its large jaws, which are lined with dagger-like teeth. The allosaurus is usually found in lowland hills and plains.



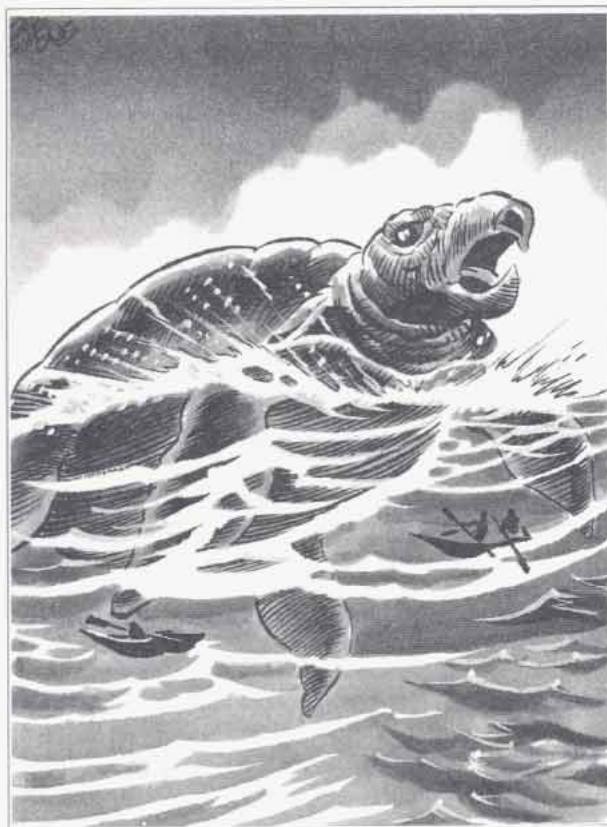
Ankylosaurus: The body of an ankylosaurus is covered with thick, bony armor and ends in a massive club-like tail. This dinosaur walks on four legs and eats plants. Average specimens are 15 feet long, four feet tall and weigh four to five tons—most of this weight being in the armor plating and tail. If attacked (or threatened) an ankylosaurus will lash out with its tail, delivering blows of considerable force. The preferred habitat of an ankylosaurus is jungles and hills.

Archelon: The archelon is a prehistoric reptile, the ancestor of modern sea turtles. Its 12-foot-diameter shell is not hard and calceous, but rather thick and leathery, like the soft-shelled tortoise.

The archelon prefers salt water and feeds on fish. It usually crawls onto land only for the purpose of breeding, for which it requires sandy beaches. Humans who live near archelons may hunt them for food and hides (the thick back skin is excellent material for armor and shields), and seek their eggs for food.

Brontosaurus: This is one of the largest of all dinosaurs. It has a strong, tapering tail and a massive body that supports a long neck with a relatively small head. Although a herbivore, the creature is 65-75 feet long and weighs more than 30 tons, which means that it needs to eat almost continuously.

A brontosaurus is so heavy that it needs to spend most of its time in water to help to support its weight.



If only its neck is showing above the water, the brontosaurus may be mistaken for a plesiosaurus or sea serpent. The brontosaurus can only be found on the edge of marshes or lakes, and it will move into deep water to avoid carnivores.

Dimetrodon: A dimetrodon is a sail-backed, meat-eating dinosaur. The sail is a comb of long, bony spines connected with a skin webbing. The dimetrodon is about 10 feet long and weighs nearly a ton. Dimetrodons most often hunt their prey in hills and in the drier areas of swamps.

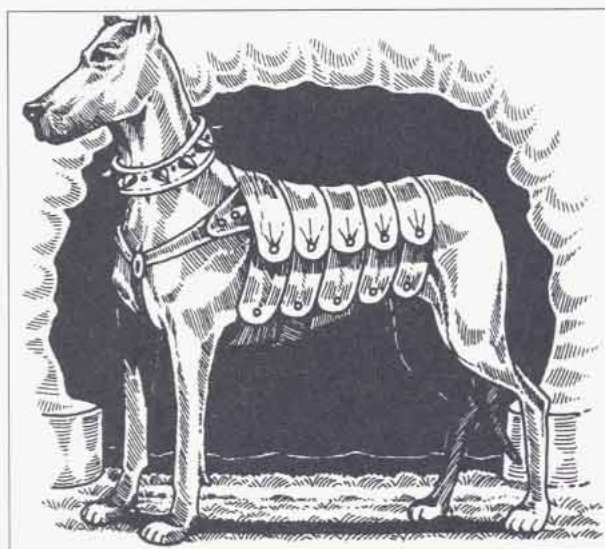
Trachodon: A trachodon is a duck-billed dinosaur that stands 15–18 feet tall. This beast runs erect on its hind legs. The dinosaur eats only plants, but can be dangerous if enraged.

Tylosaurus: This creature is a huge, aquatic, carnivorous dinosaur. Its body is 90 feet long, and its head is capped by a high dorsal crest. Tylosaurs can swim very swiftly, propelled by their four broad fins. When a tylosaurus's bite hits, it holds on doggedly, inflicting automatic bite damage each round thereafter. The victim may attack the creature while being bitten, but with a –4 penalty to attack rolls.

Terrain: See individual descriptions, above; Lost World (prehistoric).

Dog

	Normal	Elven	War
Armor Class:	7	3	7
Hit Dice:	2 (S)	2+3* (M)	2+2 (M)
Move:	180' (60')	180' (60')	120' (40')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d6	2d6	2d4
No. Appearing:	2d6 (3d6)	1d3 (1d6)	Varies
Save As:	Fighter: 1	Elf: 3	Fighter: 1
Morale:	8 or 6	8	11
Treasure Type:	Nil	Nil	Nil
Intelligence:	3	3	3
Alignment:	Neutral	Neutral	Neutral
XP Value:	20	35	25

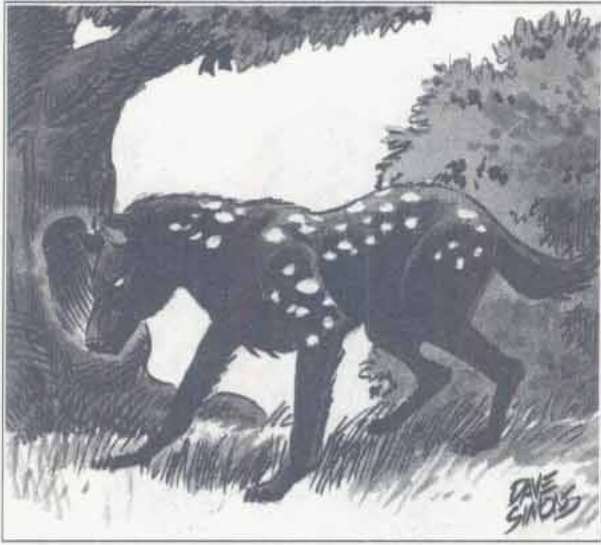


Monster Type: Normal Animal (Common); Elven Dogs: Monster (Rare).

Normal Dogs: These carnivores hunt in packs, and can be quite aggressive and persistent, especially if they are feral (pets gone wild) and have no natural fear of humankind. Although they prefer wilderness, they may occasionally be found in caves. If three or fewer dogs are encountered, or if the pack is reduced to less than 50% of its original numbers, their morale is 6 rather than 8. These average-sized dogs run from one to two and a half feet high at the shoulder and from one and half feet to three feet long, not counting their tails. For packs of larger dogs, use the statistics for war dogs or wolves.

Elven Dogs: Elven dogs, often called *coin-sith* or *fey bounds*, are trained and used by fairy folk (such as brownies, pixies, and sprites) as companions and watchdogs. They have the ability to become *invisible to mortals* (which is just like *invisibility*, except that fairy creatures can still perceive the coin-sith). When visible, they appear as large, black-and-green dogs. Their eyes sometimes





glow with a disturbing, flickering verdance, and their tongues may have a similarly fluctuating green radiance. These unusual characteristics are often described inaccurately as fire, and so coin-sith are sometimes mistaken for hellhounds. Some do speculate that there is some relation between the fairy dogs and those infernal canines. Like normal dogs, coin-sith are intelligent and fiercely loyal to their masters.

War Dogs: Selected for their size and ferocity and trained for combat, they are loyal to their master/trainer and will attack on command. They are typically protected by light leather armor and a spiked collar. The number appearing depends on the owner.

Terrain: Normal: All terrain except Ocean or River/Lake; Elven Dogs: Open, Ruins, Settled, Woods; War Dogs: Settled.

Dragon, Pocket

Armor Class:	8
Hit Dice:	3* (S)
Move:	90' (30')
Flying	120' (40')
Attacks:	1 bite
Damage:	1d3+venom
No. Appearing:	1d6 (2d6)
Save As:	Magic-User: 3
Morale:	8
Treasure Type:	K, L
Intelligence:	4
Alignment:	Neutral
XP Value:	50

Monster Type: Dragon-Kin (Rare).

The pocket dragon is a three-foot-long lizard that resembles a small green dragon. It is usually found resting



on a small pile of treasure and other shiny objects. It is lazy and peaceful by nature, feeding on insects and plants and rarely attacking larger creatures unless it is angered.

It has no breath weapon, but its bite carries a venom that lowers both saving throws and attack rolls by 2 unless the victim makes a successful saving throw vs. poison. A *cure disease* spell cures this effect.

The creature shares with dragons a love of hoarding treasure, but its sense of value is not as fine as its larger cousin. Its treasure often consists of broken glass and other shiny trinkets.

Terrain: Cavern, Ruins, Woods.

Dragon, Sea

Armor Class:	1
Hit Dice:	8** (L)
Move (swimming or flying):	180' (60')
Attacks:	1 bite or 1 spit
Damage:	3d8
No. Appearing:	0 (1d4)
Save As:	Fighter: 8 (see below)
Morale:	9
Treasure Type:	H
Intelligence:	8
Alignment:	Neutral
XP Value:	1,750





Monster Type: Dragon (Rare).

Sea dragons are usually green in color with a bright yellow-green crest. They are intelligent and have a 20% chance of talking and being spellcasters, with three 1st-level and three 2nd-level spells. Their breath weapon is a 10-foot-diameter globe of poison that they can spit up to 100 feet, up to three times per day (50% chance to use). Those struck must make a saving throw vs. dragon breath or die. (This poison loses its effectiveness after 1 round). The bite of a sea dragon is not poisonous.

The statistics given are for an average-sized sea dragon. Younger dragons are smaller and have acquired less treasure; older sea dragons are larger and have acquired more. Dragons generally range in size from 3 Hit Dice smaller to 3 Hit Dice larger than average.

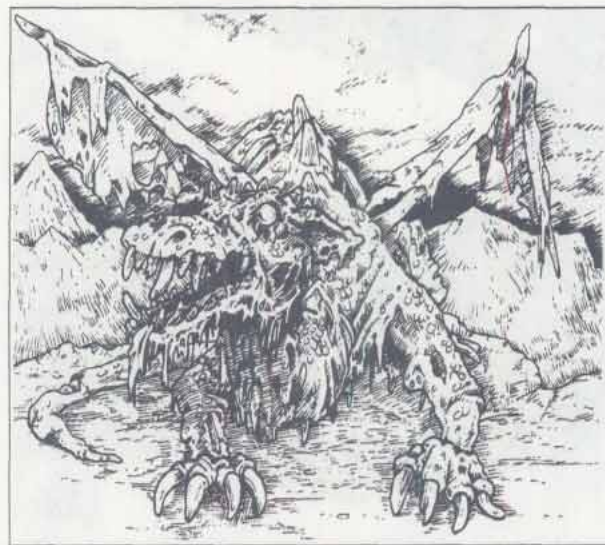
Sea dragons have fin-like wings which enable them to glide above the water for up to 6 rounds (like flying fish). They live in caves or sunken ships at the bottom of the ocean, and may attack passing ships for food and treasure.

Terrain: Ocean.

Load & Barding Multiplier: As per dragons.

Dragon, Undead

Armor Class:	5
Hit Dice:	Varies (see below) (L)
Move:	90' (30')
Attacks:	2 claws/1 bite+special
Damage:	1d8/1d8/1d4+4+special
No. Appearing:	1d3 (1d3)
Save As:	Fighter: HD+2
Morale:	12
Treasure Type:	B
Intelligence:	5
Alignment:	Chaotic
XP Value:	By Hit Dice



Monster Type: Dragon, Undead (Very Rare).

An undead dragon is the body of a dead dragon animated by an undead spirit. The spirit can make the dragon walk and attack, but it cannot make it talk or fly. The dragon corpse may be of any color and retains any resistances it had in life, so that an undead red dragon is immune to normal fire and always makes its saving throw against *fireball* spells. In addition, all undead dragons, irrespective of color, are immune to cold.

From a distance of 90 feet or more an undead dragon is indistinguishable from a live dragon, but closer inspection reveals rotting dragon hide, sightless eyes and possibly many gashes incurred when the dragon was killed. An undead dragon has half as many Hit Dice as it possessed in life.

Undead dragons are totally unaffected by *sleep*, *charm* and *hold* spells. They are also immune to poison or paralysis. They are turned by clerics as haunts, and like haunts they are only destroyed by a "D" result if they fail a saving throw vs. spell. They save as fighters of a level equal to their Hit Dice divided by 2.

The breath weapon of an undead dragon is a noxious cloud of fetid gas which billows forth from the creature's mouth to form a cloud 20 feet high, 40 feet wide, and 40 feet long. All characters caught in the cloud must make a saving throw vs. dragon breath or take damage equal to the dragon's current hit points and become afflicted by a foul rotting disease (see below). Characters who successfully make their saving throw take only half damage and are unaffected by the rotting disease. The disease causes the victim's skin to rot slowly, while the body gradually deteriorates. After six hours, afflicted characters will notice their skin starting to decay and will lose 1 point from each of their Strength, Dexterity and





Constitution. For each additional day that passes, afflicted characters lose 1d4 points from each of these ability scores. The disease can be cured by the casting of a *cure disease* spell by a cleric of level 12 or higher. Once the spell has been cast, lost Strength, Dexterity, and Constitution points are recovered at the rate of 1 point per day per attribute.

Characters within 20 feet of an undead dragon must make a saving throw vs. poison or become overwhelmed by the stench of decay that emanates from it. Characters who fail their saving throws become nauseous and make all attack and damage rolls at -3. They remain nauseated for 1d4+4 rounds after leaving the vicinity of the dragon.

The physical attacks of an undead dragon are greatly to be feared. Its bite and claws cause paralysis for 3d4 turns unless a successful saving throw vs. paralysis is made.

Undead dragon lairs contain hoards of treasure. Some scholars believe that particular dragons return to unlife after they are killed and go about recollecting their living hoards. Others feel that the hoard is a treasure that the undead dragon has been reanimated to guard.

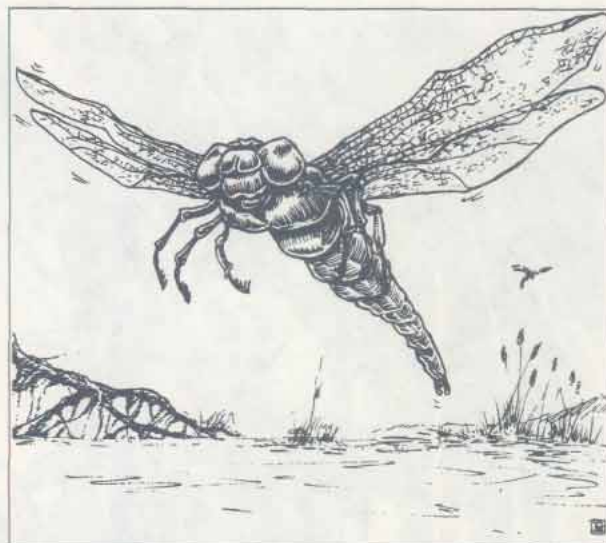
Terrain: Any.

Load & Barding Multiplier: As per dragons.

Dragonfly

	White	Black	Green
Armor Class:	2	1	0
Hit Dice:	3 (S)	3+2 (S)	4 (S)
Move:	60' (20')	60' (20')	60' (20')
Flying	240' (80')	240' (80')	240' (80')
Attacks:	1 bite/ 1 breath	1 bite/ 1 breath	1 bite/ 1 breath
Damage:	1d6+3	1d6+3	1d6+4
No. Appearing:	1d4 (3d6)	1d4 (3d6)	1d4 (3d6)
Save As:	Fighter: 3	Fighter: 3	Fighter: 4
Morale:	8	8	8
Treasure Type:	Any	Any	Any
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	35	50	75

	Blue	Red
Armor Class:	-1	-2
Hit Dice:	4+2 (S)	5 (S)
Move:	60' (20')	60' (20')
Flying	240' (80')	240' (80')
Attacks:	1 bite/1 breath	1 bite/1 breath
Damage:	1d6+4	1d6+5
No. Appearing:	1d4 (3d6)	1d4 (3d6)
Save As:	Fighter: 4	Fighter: 5
Morale:	9	9
Treasure Type:	Any	Any
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	125	175



Monster Type: Dragon-Kin (Very Rare).

A dragonfly is a magical crossbreed between the insect form of the creature (one to four inches long) and normal dragons of all types. A monster dragonfly appears similar to a normal dragonfly, but it is three to four feet long. There are five different colors of giant dragonfly, each having a breath weapon that corresponds to the larger dragon version (red dragonflies breathe fire, blue ones lightning, etc).

Unlike full-sized dragons, the breath weapon of a dragonfly inflicts only 1 point of damage per Hit Dice of the monster, and each breath is only 3 feet long. Each breath normally affects only one creature. A saving throw vs. dragon breath is only allowed if the victim is not fighting the monster in melee. Those in hand-to-hand combat have no saving throw against the breath. Characters who successfully make their saving throw take only half damage from the breath weapon. Each dragonfly can breathe and bite during each round of combat, and there is no limit to the number of times a dragonfly may breathe.

Dragonflies dart around very quickly and are hard to hit. They have only animal intelligence and never talk or use spells. They may be found nearly anywhere except mountains. They prefer warm climates that have plenty of water.

Terrain: Any except Mountain.



Dragonne



Armor Class: 3
 Hit Dice: 8* (L)
 Move: 150' (50')
 Attacks: 2 claws/1 bite or roar
 Damage: 1d6/1d6/4d6 or roar
 No. Appearing: 1 (1d4)
 Save As: Fighter: 8
 Morale: 8
 Treasure Type: E
 Intelligence: 4
 Alignment: Neutral
 XP Value: 1,200

Monster Type: Dragon-Kin (Very Rare).

The dragonne has the head of a lion and the body of a small gold dragon. It fights with its claws and bite, but its greatest weapon is its fearsome roar.

Any character within 120 feet of a dragonne when it roars must make a saving throw vs. dragon breath or flee in fear for 2 rounds. The dragonne's roar deafens any creatures within 30 feet. Deafened creatures suffer a -2 penalty to their attack rolls for 2d6 rounds. Dragonnes can roar once every 3 rounds. Creatures or people who stay within 30 feet of a dragonne after it roars a second time do not suffer any additional penalty to their attack roll, but they may suffer the original penalty for up to 12 rounds. The dragonne cannot bite in the same round it roars.

Dragonnes are solitary hunters, mating once a year and producing litters of one to three cubs. The females raise their cubs alone. Cubs remain with their mother for two years.

Terrain: Any except aquatic types and Settled.

Load & Barding Multiplier: As per small dragons.

Dusanu*



Armor Class: 4
 Hit Dice: 9+2** (M)
 Move: 120' (40')
 Attacks: 2 claws+special
 Damage: 1d8/1d8+special
 No. Appearing: 1d3+1 (0)
 Save As: Fighter: 9
 Morale: 10
 Treasure Type: B
 Intelligence: 10
 Alignment: Chaotic
 XP Value: 2,500

Monster Type: Monster (Very Rare).

The dusanu, or rot fiend, looks like a mold-encrusted skeleton dressed in a tattered cloak. Its eyes shine with a flickering blue light. The air near a dusanu is tinged with the spores of its dry rot.

Dusanu are intelligent and very cunning. In combat, they attack with their mold-covered claws. At the same time they release spores that fill a 5-foot radius circle. Any human, demihuman or humanoid in this circle must make a saving throw vs. poison. Those who fail, suffer 1d8 points of damage and become infected.

Those infected do not show any outward signs of infection for 1d3+1 days. However, during that time, any *cure wounds* spells have no effect. At the end of this time, mold erupts from the victim's skin. Each day the victim must make a saving throw vs. death ray. If the victim fails to save, the mold covers his or her entire body rapidly, resulting in death.

Anyone killed by dusanu spores rises from the dead after 1d3 days as a dusanu. All memories and abilities



are lost, and the victim becomes an NPC monster. A *cure disease* spell kills the spores.

A dusanu is protected by its soft, spongy bones and so only takes half damage from blunt weapons (maces, hammers, etc). Other nonmagical weapons cause only one point of damage. However, magical edged weapons inflict full damage on a dusanu. Dusanu are immune to electrical attacks.

Terrain: Cavern, Ruins, Swamp, Woods.

Eagle

	Normal	Great
Armor Class:	7	5
Hit Dice:	1 (S)	4+2 (M)
Move:	450' (150')	390' (130')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d2/1d2/1d4	1d6/1d6/1d10
No. Appearing:	0 (1d8)	0 (1d20)
Save As:	Normal Man	Fighter: 4
Morale:	8	9
Treasure Type:	Nil	U
Intelligence:	2	10
Alignment:	Neutral	Neutral
XP Value:	10	125



Monster Type: Normal: Normal Animal (Common); Great: Giant Animal (Very Rare).

Both kinds of eagle are excellent fliers, soaring distances (often very high up in the air) on their broad wings. Their vision is excellent, enabling them to spot prey or danger at great distances. As a result, eagles are surprised only in exceptional circumstances.

When in flight, eagles can make their first attack by swooping down onto victims, gaining +2 to hit with their claws and inflicting double damage on a success-

ful hit with them (the beak attack is unaffected).

Normal Eagles: Normally only a single individual or mated pair (50% chance of 1d4 eggs or chicks) will be encountered, but where hunting is good, several eagles may congregate together. They prefer to nest on high cliff ledges or in the upper branches of tall trees. Like hawks, eagles are sometimes trained by humanoids for the purposes of hunting or war. In such cases, ownership of eagles is often restricted to leaders or nobles.

Great Eagles: Not only much larger than their normal cousins, great eagles are also much more intelligent. They have their own rudimentary language, and live in simple tribal groups led by one or more elders (HD 5). These groups make their homes on high mountain crags or cliff ledges, normally as far from civilization as possible. If some means is found of communicating with them, great eagles can sometimes be persuaded to help characters (especially dwarves or halflings) if this will serve a common interest. A great eagle can carry a load up to 1000 cn at normal speed or up to 2000 cn at half speed.

Terrain: Normal: Desert, Mountain, Open, River/Lake, Settled, Woods; Great: Mountain.

Eel

	Electric	Giant	Weed
Armor Class:	9	6	8
Hit Dice:	2* (S)	6* (M)	1 (S)
Move:	120' (40')	240' (80')	150' (50')
Attacks:	1 bite+shock	1 bite+shock	Entanglement
Damage:	1d4+shock	3d4+shock	Nil
No. Appearing:	0 (1d3)	0 (1d4)	0 (10d6)
Save As:	Fighter: 1	Fighter: 3	Fighter: 1
Morale:	7	9	7
Treasure Type:	Nil	Nil	J+K+L
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	500	10

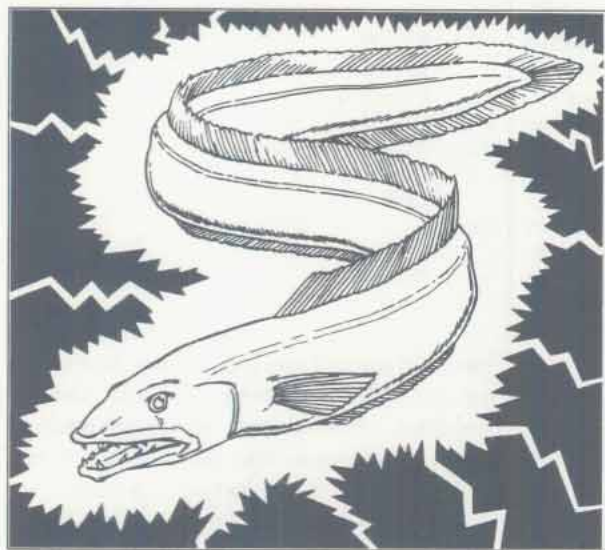
Monster Type: Electric: Normal Animal (Common); Giant: Giant Animal (Rare); Weed: Normal Animal (Common).

Electric Eels: These creatures are nine feet long and can give off an electric shock in a radius of 60 feet. There is no saving throw against the shock, but the damage is based on distance: 0–20 feet=3d8; 21–40 feet=2d8; 41–60 feet=1d8. The electric eel can shock once every turn. It is immune to all forms of electrical attacks.

Giant Electric Eel: Giant electric eels can be up to 20 feet long. Although their shocks have the same ranges as normal electric eels, all damages are doubled. They are vicious and will attack anything that threatens them.

Weed Eels: Weed eels grow up to six feet long. They are found only in large groups which resemble tangled





masses of seaweed. The creatures wrap themselves around victims, dragging them beneath the surface, pinning arms and legs and preventing swimming. Each round, constricted victims can only break free if they roll less than their Strength on 3d8. After 3 rounds under water victims must make an ability check each round against their Constitution. Victims who fail this ability check have drowned unless they have a means to let them breathe water in effect. Weed eels do not collect treasure, but the goods of previous victims often remain near the creatures' lair.

Terrain: Ocean, River/Lake.

Elf

	<i>Aquatic Elf</i>	<i>Shadow Elf</i>
Armor Class:	5	3
Hit Dice:	1* or more (M)	1+ (varies)* (M)
Move:	120' (40')	120' (40')
Swimming	240' (60')	—
Attacks:	1 hand or 1 weapon	1 weapon
Damage:	1d4 or by weapon	By weapon
No. Appearing:	1d6 (4d6)	1d8 (2d20)
Save As:	Elf of same level	Elf of same level
Morale:	10	6-8
Treasure Type:	(S+T) E	(V) H
Intelligence:	13	Varies
Alignment:	Neutral	Chaotic
XP Value:	13	13 and up

Monster Type: Demihuman (Aquatic: Common; Shadow: Very Rare).

Aquatic Elves: Aquatic elves live in the vast oceans of the world, making their homes in great caverns in lagoon bottoms and reefs. They resemble land elves in their facial features, but the gill slits in their necks and



their green or blue hair set them apart from other elves. Like normal elves they can all use magical spells.

Their culture is similar to that of their air-breathing counterparts. Each settlement has a large seaweed frond (equivalent to a Tree of Life) which is nurtured and cared for by the frondkeeper, a 10th-level aquatic elf. Their spacious homes are always aesthetically pleasing. Different types of seaweed and coral are planted and cultivated to create beautiful undersea groves and forests. Aquatic elves use the same spell lists as normal elves.

Aquatic elves can hide so well in weeds and reefs that they are effectively *invisible* (only a 5% chance of being seen) as long as they remain motionless.

Although they can breathe both water and air, aquatic elves rarely leave the safety of the seas; however, they have been known to trade with land elves, exchanging pearls and *potions of water breathing* for metal goods. They are the mortal enemies of sharks and shark-kin, and dislike fishermen, especially those who (often unknowingly) bother them by fishing near their lairs. They are quite friendly with dolphins.

Shadow Elves: Long ago, when a terrible cataclysm was unleashed upon the world, a band of elves forsook their ancestral forests and sought shelter beneath the surface. There they live to this day—some peacefully, others plotting to return to the land of daylight and wrest the forests from their surface elf kin.

Shadow elves appear much like elves, except for their nearly albino complexion and unusually large ears. Both of these physical characteristics are adaptations from these creatures' many generations spent living deep underground. Living underground also has provided shadow elves with infravision to a range of 90 feet. However, they suffer a -1 penalty to hit in bright



light (such as sunlight or a *continual light* spell), which hurts their sensitive eyes.

Terrain: Aquatic Elf: Ocean; Shadow Elf: Cavern.

Faedorne



Armor Class:	6
Hit Dice:	9** (M)
Move:	120' (40')
Attacks:	2 daggers
Damage:	1d4/1d4
No. Appearing:	0 (1)
Save As:	Elf: 10
Morale:	12 (8)
Treasure Type:	G
Intelligence:	19
Alignment:	Neutral
XP Value:	2,300

Monster Type: Enchanted Humanoid (Very Rare).

Faedornae are female creatures of great beauty. These rare, eldritch creatures live on strange timeless islands which float high above the world. These islands are only visible at night and are indistinguishable from other points of light (or stars) in the night skies. To the few creatures who have traveled there and returned, these "stars" are known as Shining Isles. On their Shining Isles, faedornae gather all manner of neutrally aligned creatures around them, particularly ones who have shown great courage.

Faedornae are mistresses of illusion, able to create illusions equivalent to a *phantasmal force* spell at will, even when performing other actions. Any illusion created by a faedorne on a Shining Isle is very difficult to disbelieve, and all attempts to do so are made with a -5 penalty to the saving throw vs. spells. Three times a day, a faedorne is able to use a *clairvoyance* spell to view the land below her Shining Isle. In addition, a faedorne has the spellcasting abilities of a 12th level magic-user, as well as being able to summon 1d6 silver warriors (page 94) at will.

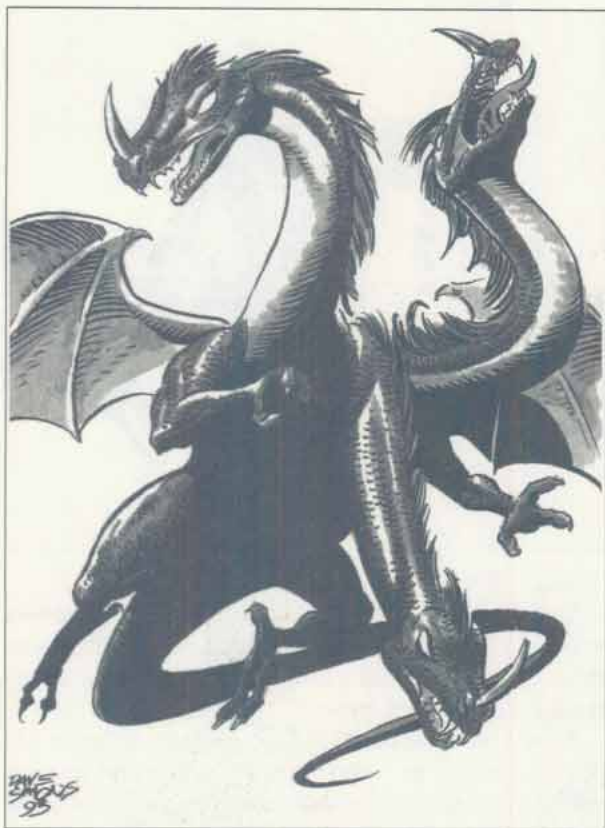
Faedornae embody many elvish ideals, but rarely make their presence known, even to elves. They prefer to guide subtly rather than to interfere directly in elven affairs. However, they have been known to favor certain elves and provide them with aid in times of danger. To those they aid, they will usually send 1d6 silver warriors for the duration of one battle or one quest. When it does not seem appropriate to send silver warriors, faedornae may create the illusion of a vision containing some clue or piece of advice in a mirror or pool of clear water, or they may call in favors from other acquaintances and friends who could provide aid to a favored elf.

Faedornae are reluctant to leave their Shining Isles and would only do so in the direst emergency. A faedorne's morale drops to 8 when not on her Shining Isle.

Terrain: Aerial, Other Plane.

Feywing

Armor Class:	4
Hit Dice:	7+1 (L)
Move:	60' (20')
Flying	180' (60')
Attacks:	3 bites or 3 horn gores or a combination
Damage:	2d4 (bites) or 1d10 (horns)
No. Appearing:	1d2 (1d2)
Save As:	Fighter: 7
Morale:	9
Intelligence:	4
Treasure Type:	B
Alignment:	Chaotic
XP Value:	450



Monster Type: Dragon-Kin (Very Rare).

Feywings are weird-looking reptilian creatures that have been hunted almost to extinction by protective livestock farmers and acquisitive sorcerers. A feywing is scaled, dark red to blue-black in color, and has a bulbous, elastic body which is little more than a stomach. It sports weak, soft claws and a feeble prehensile tail, and has three long necks ending in many-toothed heads with horned snouts.

Its teeth and horns are razor-sharp, and its necks are terrifically strong. Feywings are often mistaken for drag-

ons from afar due to their size, bulk, and great, arching, batlike wings. They are vicious predators, but unlike dragons, they have only physical means of attack.

They are intelligent enough to gather treasure as a lure and for bargaining if enemies prove too strong. They lair in ruins and dungeons, as well as natural caverns and high, isolated valleys.

Feywings like to swoop down, impale cattle on their horns, and fly off, although they will take smaller prey (such as halflings) if there is no livestock to be had. Their eyes are hooded with horny membranes that deflect arrows and daggers 40% of the time, and they have no fear of combat, trusting to their scaly hide and lack of clearly vulnerable spots to protect them until they can slay or devour foes.

Feywings are eagerly sought after by certain wizards for experimentation and for use as guardian creatures, once they have been enchanted and trained.

Terrain: Cavern, Mountain, Ruins.

Fish, Giant

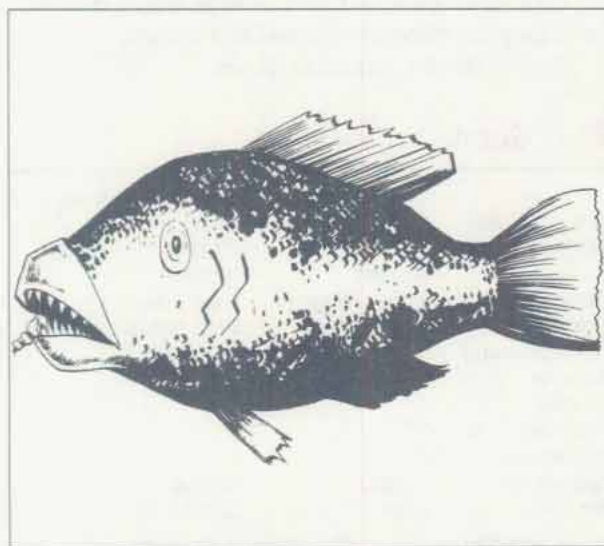
	<i>Giant Catfish</i>	<i>Carp (Gargantua)</i>
Armor Class:	4	4
Hit Dice:	8+3* (M)	15* (L)
Move:	90' (30')	90' (30')
Attacks:	1 bite/4 feelers	1 tail/1 bite or breath
Damage:	2d8/1d4 (x4)	2d10/3d6 or see below
No. Appearing:	0 (1d2)	0 (1)
Save As:	Fighter: 4	Fighter: 7
Morale:	8	11
Treasure Type:	Nil	A
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	1,400	2,700



Monster Type: Giant Animal (Rare).

Giant Catfish: This chalky-white fish is about 15 feet long. It has two long feelers that sprout from each side of its mouth. A giant catfish's feelers are not primarily used for attacking, but provide additional sensory input in the murk of its chosen habitat. Giant catfish lurk in the cool muck of rivers and lake bottoms.

Giant catfish are scavenger feeders, and will consume bottom-growing plants, garbage dumped accidentally (as in a shipwreck) or intentionally from civilized areas, and slow-moving water creatures unfortunate enough to come within their grasp. Although catfish have a reputation for being lazy and slow-moving, in actuality they are efficient and speedy feeders. Their feelers allow them to sense movement, prey, and changes in the contour of their river- and lake-bottom homes.



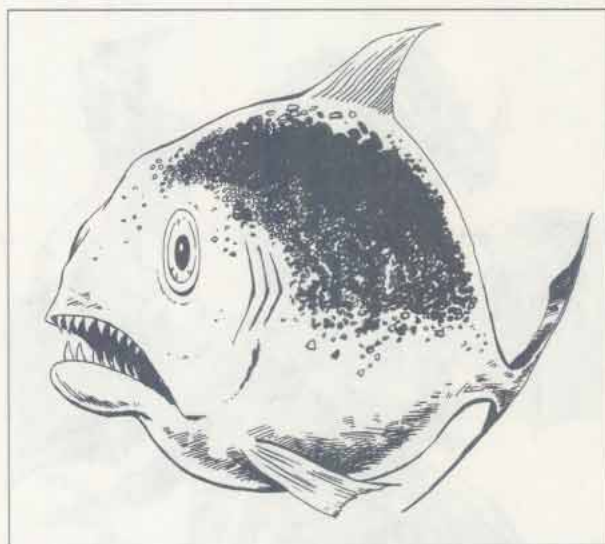
Giant Carp (Gargantua): The gargantua is a gigantic fish of the carp family. It is 50 feet long with a large tail and a sucker mouth lined with many sharp teeth. It prowls the ocean floor scavenging for its meals, and often devours the contents of sunken ships. Any treasure it might have will be found in its belly.

On an unmodified attack roll of 20, it will swallow any opponent of less than giant size. The gargantua's digestive juices do 2d6 points of damage each round. Each round it can strike with its tail and either bite or use its breath weapon (25% chance). The breath is a 30-foot-wide and 60-foot-long blast of water which knocks down opponents and hurls them 100 feet away. It is negated by a successful saving throw vs. dragon breath. The water blast does no damage, but the landing might, depending on the terrain.

Terrain: Catfish: River/Lake; Gargantua: Ocean.

Fish, Piranha (Cold-Water)

	<i>Piranha</i>	<i>Giant Piranha</i>
Armor Class:	7	6
Hit Dice:	1/8 (1 hp) (S)	3+3 (M)
Move:	90' (30')	150' (50')
Attacks:	1 bite per shoal	1 bite
Damage:	1d4 or 3d4	1d8
No. Appearing:	0 (5d10)	0 (2d4)
Save As:	Normal Man	Fighter: 2
Morale:	11	7
Treasure Type:	Nil	Nil
Intelligence:	1	2
Alignment:	Neutral	Neutral
XP Value:	5	50



Monster Type: Normal Animal (Common).

The dreaded piranha are small, black fish (up to one foot in length) with bulging eyes and large mouths filled with vicious teeth. They inhabit rivers and lakes and prey on any creatures entering the water.

Piranha attack in shoals of 5–10 creatures, inflicting 1d4 points of damage per shoal. Once a victim's blood has been spilled, the attacking shoal and nearby piranha shoals within 100 feet downstream and 10 feet upstream go into a killing frenzy for 1d6+9 rounds. While frenzied, the fish make the water churn with their thrashing and attack at +3 to their attack roll for 3d4 points of damage per shoal per round. Some tropical waters may harbor larger piranha (2 hp each).

Giant Piranha: These deadly fish are five feet long and have green and black scales. They will attack and eat anything that disturbs the water near them. Up to eight giant piranha can attack the same target. Once they draw blood, piranha go into a feeding frenzy (no morale checks). Giant piranha inhabit warm fresh waters and prefer rivers to lakes.

Terrain: River/Lake.

Flitterling



Armor Class:	6
Hit Dice:	1/8* (1 hp each) (S)
Move:	30' (10')
Flying	60' (20')
Attacks:	1 small sword or song
Damage:	1 or 2 and see below
No. Appearing:	0 (5d6x10)
Save As:	Elf: 1
Morale:	8
Treasure Type:	Nil
Intelligence:	12
Alignment:	Lawful
XP Value:	6

Monster Type: Humanoid (Rare).

Flitterlings are small, silver-colored humanoids about one-quarter of an inch tall. They are of delicate appearance and look like small pixies armed with slender silver swords.

Flitterlings attack only in self-defense, and their preferred means of doing so is by singing. A group of 50 flitterlings can create a song that works like a *charm monster* spell on one opponent. Additional groups of flitterlings can attempt to charm other creatures, but two groups cannot attempt to charm the same one. Flitterling groups are also able to create a song which has the same effect as a *cause fear* spell. Both songs have a range of 60 feet. Flitterlings are able to use each song once per day.

Flitterlings are not aggressive, but if forced, they will attack in groups of five, using their small swords. Roll once per round for each group of five. Armored victims (and monsters of AC 5 or better) suffer 1 point of damage for each successful attack. Unarmored victims (and

monsters of AC 6 or less) suffer 2 points. Attacks on flitterlings will kill a number equal to the damage rolled, but never more than five from one attack.

Flitterlings live in old hollow tree trunks or in specially hollowed-out mushrooms. Flitterlings are so closely linked with their homes that they will die in 1d6 days if any irreparable damage is done to them. Their homes are always surrounded by rings of magical mushrooms of various colors which the flitterlings tend. Eating a mushroom has a magical effect according to its color. The numbers of mushrooms in a typical ring and the effects of each color are listed below:

Number	Color	Effects
5-8	Blue	Acts as a <i>neutralize poison</i> spell
5-8	Red	Acts as a <i>haste</i> spell for 1 turn
3-6	Yellow	Acts as a <i>clairvoyance</i> spell for 1 turn
7-12	Green	Acts as a <i>cure light wounds</i> spell
40-60	Orange	Acts as a nourishing meal; three will provide sustenance for one character for one day

The rings are vital to the flitterlings' existence. Picking more than half of any particular kind of mushroom kills the ring and causes the flitterlings to sicken and die in 1d6 days. Any character who befriends a group of flitterlings will be allowed to pick some of the mushrooms, but on no account will the flitterlings allow more than half of one color of mushroom to be picked. The flitterlings always fight to the death to defend their mushroom rings.

Terrain: Woods.

Frog, Giant Poisonous



Armor Class: 7
 Hit Dice: 2** (S)
 Move: 90' (30') or leap (see below)
 Attacks: 1 tongue or 1 bite
 Damage: Special or 1d4
 No. Appearing: 1d6 (1d6)
 Save As: Fighter: 1
 Morale: 9
 Treasure Type: Nil
 Intelligence: 2
 Alignment: Neutral
 XP Value: 30

Monster Type: Giant Animal (Rare).

This variety of giant frog is slightly smaller than its relative the giant toad and, unlike the toad, is far from being camouflaged. It has slimy-looking, moist skin which is bright yellow on its belly and lurid green elsewhere. Like the toad, the giant poisonous frog has a long tongue which it can wrap around victims up to 15 feet away (normal chance to hit). Trapped victims of dwarf size or smaller can then be dragged to the frog's mouth at a rate of five feet per round, and the creature then has a +2 bonus to its attack rolls against them. For purposes of attacks, the tongue has AC 8, and the frog will release its victim following any successful attack that damages its tongue. The tongue will be severed if it takes 6 or more points of damage from an attack with an edged weapon. The frog does not swallow victims whole.

The skin of these frogs secretes a poison, and their saliva is also poisonous. Anyone touching (or bitten by) one of them must make a saving throw vs. poison or suffer 2d8 points of damage from the effects of the poison. The frog's tongue is not poisonous.

Giant frogs inhabit marshes and swamps in tropical and temperate areas, as well as damp underground caverns. They often lurk underwater with only their eyes above the surface.

Terrain: Cavern, River/Lake, Swamp, Jungle.

Fundamental*

	<i>Air</i>	<i>Earth</i>
Armor Class:	6	3
Hit Dice:	1+1 (S)	1+1 (S)
Move:	240' (80')	90' (30')
Attacks:	1 swoop	1 swoop
Damage:	1d6	1d6
No. Appearing:	1d10 (2d10)	1d10 (2d10)
Save As:	Fighter: 2	Fighter: 2
Morale:	10	10
Treasure Type:	Nil	Nil
Intelligence:	3	3
Alignment:	Neutral	Neutral
XP Value:	15	15

	<i>Fire</i>	<i>Water</i>
Armor Class:	5	4
Hit Dice:	1+1 (S)	1+1 (S)
Move:	180' (60')	120' (40')
Attacks:	1 swoop	1 swoop
Damage:	1d6	1d6
No. Appearing:	1d10 (2d10)	1d10 (2d10)
Save As:	Fighter: 2	Fighter: 2
Morale:	10	10
Treasure Type:	Nil	Nil
Intelligence:	3	3
Alignment:	Neutral	Neutral
XP Value:	15	15



Monster Type: Enchanted, Planar Monster.

Fundamentals are among the least powerful creatures inhabiting the elemental planes of existence. All fundamentals look like a pair of bat wings without a body. They fly constantly, and attack by colliding with their victims. Earth fundamentals are dull and solid-looking, air fundamentals are almost transparent, fire fundamentals are shrouded in flame, and water fundamentals are wet and glistening. They can only be harmed by magic or magical weapons, but are immune to mind-affecting spells such as *sleep* and *charm*. They are treated as enchanted creatures for the purposes of spells such as *protection from evil*. Fire fundamentals are immune to fire.

Fundamentals usually appear on the Prime Plane at places where the appropriate forces of nature are strongest and never wander far from them. For example, earth fundamentals may be found in the deepest of natural caverns, air fundamentals near windswept peaks, fire fundamentals in volcanoes, and water fundamentals over great oceans. They may also accompany more powerful elemental creatures to the Prime Plane.

Terrain: See above.

Fungoid

Armor Class:	8
Hit Dice:	10** (L)
Move:	60' (20')
Attacks:	2
Damage:	2d10+special
No. Appearing:	1d3 (1d2)
Save As:	Dwarf: 10
Morale:	12
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	2,500



Monster Type: Monster (Rare).

The fungoid is an ogre-sized humanoid fungus creature with soft, puffy white skin and vaguely human facial features. According to folklore, these creatures grow near the sites of unavenged murders or great battles. They are actually barely intelligent fungi which are able to move and sense their surroundings. They are normally found just under the surface of a patch or ring of mushrooms and may be connected to these in some way.

Although large and powerful, a fungoid is quite slow, always losing the initiative in any combat. It attacks with its flabby fists, hitting with tremendous force. However, its fungus flesh gives easily, with the result that its fists only cause 2–20 points of damage, although characters hit must make a saving throw vs. dragon breath or be knocked off their feet. Characters who are knocked off their feet take 1 round to regain their footing. During this time they cannot attack, but may defend normally.

Being nearly mindless, a fungoid never fails a morale check and is immune to mind-affecting spells such as *hold*, *charm* and all illusion spells. However, the

creature is not a plant either, and so cannot be effected by *growth of plants* or *charm plant* spells. Fire-based attacks cause double damage. Cold-based attacks do no damage but stun the creature for 1d6 rounds.

Terrain: Cavern, Ruins, Woods.

Fyrasnaca

Armor Class:	5
Hit Dice:	10* (L)
Move:	60' (20')
Attacks:	1 bite or 1 breath
Damage:	1d8 or 2d6
No. Appearing:	1 (1d2)
Save As:	Fighter: 8
Morale:	9 or 12
Treasure Type:	M
Intelligence:	5
Alignment:	Chaotic
XP Value:	1,750



Monster Type: Monster (Very Rare).

Although not quite as large as their cousins the purple worms, these fiery snakes reach lengths of 70 feet and diameters of 10 feet. They burrow through the earth eating rich ores and minerals. They are not carnivorous but are quick to anger. They breathe a line of fire (50 feet long by 5 feet wide) and can use it repeatedly during combat. Roll 1d6 each round; a result of 1 or 2 indicates that the worm will breathe.

Although fyrasnaca are normally solitary, they occasionally enter a breeding cycle. During this time, their interior fires burn much hotter. This high heat causes no extra damage but results in the spawning of 2d6 immature versions of the fyrasnaca called *red worms* (see page 87), which are ejected through the fyrasnaca's mouth. Imme-

diately after spawning, the fyrasnaca must submerge in a large body of water or be consumed by its own heat. The fyrasnaca will then remain dormant for 50 years while it cools unless disturbed. If disturbed, it will rise in fury, fighting with high morale, for it knows that it cannot leave the water without perishing. The fyrasnaca is intelligent and can be bargained with to perform tasks.

Terrain: Cavern, River/Lake (underground only).

Gakarak (Forest Brooder)

Armor Class:	0
Hit Dice:	16**** (L)
Move:	180' (60')
Attacks:	4 darts or 1 club+special
Damage:	1d8 (x4) or 4d6+special
No. Appearing:	0 (1d3)
Save As:	Fighter: 16
Morale:	10
Treasure Type:	L, N+O
Intelligence:	13
Alignment:	Neutral
XP Value:	6,250



Monster Type: Monster (Very Rare).

A gakarak is a large, 18-foot-tall bipedal creature, which may easily be mistaken for a treant, although it is much darker in color and usually shrouded by ancient, blackening mosses and lichens.

Gakaraks are some of the oldest creatures on the Prime Plane. They dwell in the hearts of ancient forests, where they brood on their hatred of humans and demihumans, all of whom are considered hateful tree-slayers. They resent incursions into their forests and will do their utmost to deter any from entering. Those foolish enough to penetrate deep into a gakarak's forest rarely return.

The long-nurtured anger of a gakarak will pervade the entire forest with an atmosphere of impending doom. Any persons (other than druids) who enter a gakarak's forest feel very uncomfortable, as though an unseen, hostile intelligence is watching their every move. Gakaraks can speak to and exercise limited control over plant life in a 360-yard-radius area, causing it to grow rapidly and even move. Gakaraks use this ability to cause animal trails to become overgrown and tangled, making progress difficult for any intruders.

Over smaller areas (90 feet), a gakarak can also animate trees and bushes to attack intruders. It does so in the same manner as treants. A gakarak can animate 6 trees or bushes at one time. Animated trees are AC 2; HD 1d8+4; MV 60' (20'); #AT 2 branches; Damage 2d12/2d12; Save Fighter: 3–Fighter: 6; ML 12; XP by Hit Dice. Bushes are AC 5; HD 2d4; MV 60' (20'); #AT 1 branch; Damage 1d8; Save Fighter: 2–Fighter: 3; ML 12; XP by Hit Dice.

Within its own forest a gakarak can *teleport* (no chance of error) through vegetation at will and is unaffected by attacks from plants or animals. Gakaraks cannot be harmed by wooden weapons and are immune to electrical attacks. Blunt weapons do only 1 point of damage plus any magical or Strength bonuses. While they remain in contact with plant life, gakaraks regenerate 3 hit points per round. Each round they are able to fire four darts of wood from their hands (range 50/100/150) which inflict 1d8 points of damage each.

A gakarak can also attack with its magical club for 4d6 points of damage. Creatures struck by the club must make a saving throw vs. spells or be entangled by writhing vegetation for 6 turns. Entangled creatures cannot move or attack unless freed by another character.

Terrain: Woods.

Gargoyle, Iron*

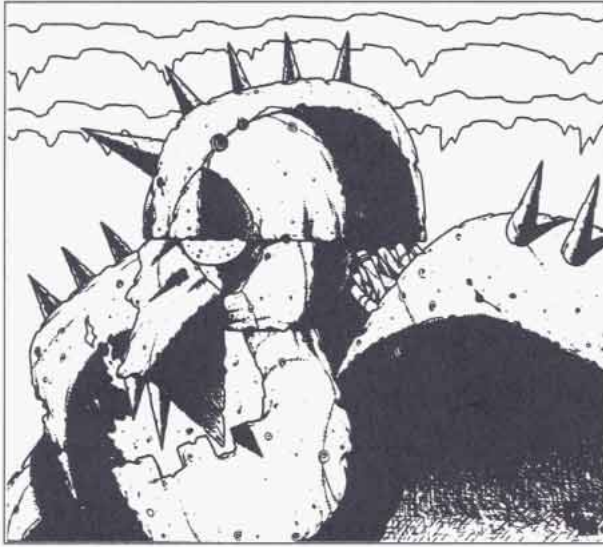
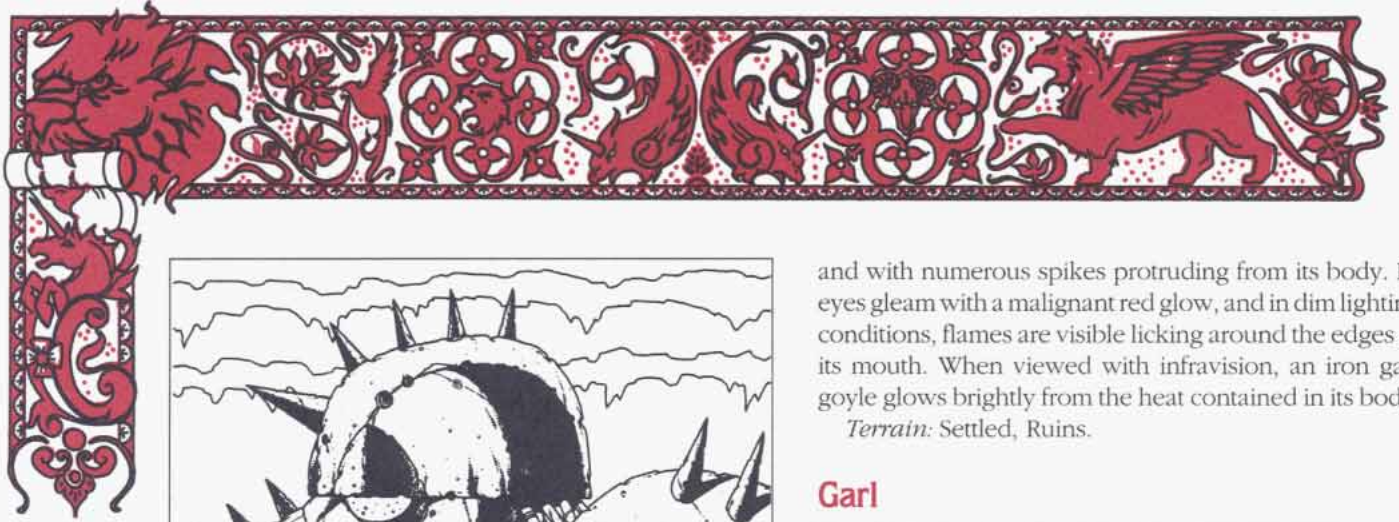
Armor Class:	–1
Hit Dice:	16***** (L)
Move:	30' (10')
Flying	90' (30')
Attacks:	2 claws/1 bite/1 horn/1 tail+special
Damage:	1d8/1d8/2d8/1d12/1d10+special
No. Appearing:	1d2 (1)
Save As:	Fighter: 8
Morale:	12
Treasure Type:	Nil
Intelligence:	5
Alignment:	Neutral
XP Value:	7,350

Monster Type: Construct (Very Rare).

An iron gargoyle is a greater construct created by a high







level magic-user. Its creation requires materials from the Elemental Planes of Earth and Fire, consequently it is very difficult and expensive to manufacture, making it extremely rare.

Iron gargoyles obey their master's instructions precisely. They are usually used in pairs to guard special items and areas, but occasionally they may be encountered as guards for wilderness areas, in which case they are always encountered alone.

This construct is able to *detect invisible* (as the spell) within 60 feet. It is immune to *charm*, *hold*, *sleep* and all other mind-affecting spells, and is unaffected by all forms of fire and any type of gas. It is also immune to all spells of 3rd level or below, to normal and silver weapons, and magical weapons of +2 or lesser enchantment. However, any cold-based attack inflicts double damage on an iron gargoyle.

Every 3 rounds an iron gargoyle can breathe fire in a cone 30 feet long and 10 feet wide, inflicting 3d10 points of damage (halved by a successful saving throw vs. dragon breath).

Although capable of flight, an iron gargoyle does not fight well while airborne. When possible it attempts to crush an opponent by landing on it. A crush attack is made normally, but the target creature is allowed a saving throw vs. death ray to avoid the attack—failure results in the victim receiving 3d10 points of damage, becoming stunned, and being unable to act for 1d3 rounds. If forced to fight an airborne opponent, the iron gargoyle uses its breath weapon and tail—any creature hit by the tail must make a saving throw vs. paralysis or be stunned for 1d3 rounds.

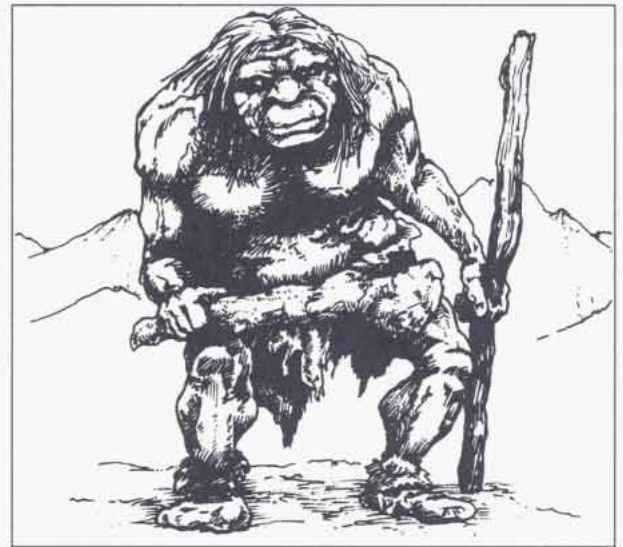
Except in size (it is 12 feet tall) an iron gargoyle resembles a normal gargoyle covered with iron scales

and with numerous spikes protruding from its body. Its eyes gleam with a malignant red glow, and in dim lighting conditions, flames are visible licking around the edges of its mouth. When viewed with infravision, an iron gargoyle glows brightly from the heat contained in its body.

Terrain: Settled, Ruins.

Garl

Armor Class:	7
Hit Dice:	6 (L)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon+4
No. Appearing:	10d4 (10d6)
Save As:	Fighter: 6
Morale:	9
Treasure Type:	M
Intelligence:	5
Alignment:	Neutral
XP Value:	275



Monster Type: Humanoid (Rare).

Garls are very primitive humans, more primitive even than the neanderthals. They are 10 feet tall, stupid, and aggressive. They have only a crude language.

In their natural state, garls do not know how to use fire or how to make tools or weapons. Instead, they pick up and use any rocks, bones or branches which come to hand (treat these as clubs). Under instruction from more advanced creatures, however, garls can learn to use fire and to make and use weapons such as large spears and bows. Because of their great Strength, garls inflict an extra 4 points of damage from a successful hit with any weapon.

Garl treasure will usually be in its natural state (for



example, nuggets of precious metals and uncut gems).

Terrain: Any except aquatic types and Settled, especially Lost World.

Gator Man

Armor Class:	3
Hit Dice:	7 (L)
Move:	120' (40')
Swimming:	180' (60')
Attacks:	1 bite/1 weapon
Damage:	3d6/by weapon+3
No. Appearing:	1d6 (10d20)
Save As:	Fighter: 7
Morale:	10
Treasure Type:	M
Intelligence:	7
Alignment:	Chaotic
XP Value:	450



Monster Type: Humanoid (Rare).

Gator men stand seven to eight feet tall and have alligator heads on top of their scaly human bodies. Originally the result of an evil wizard's experiments, the gator men escaped and fled into the swamps. During the following centuries their numbers have grown dramatically, and many of their primitive villages can now be found in the midst of deep, dank swamps.

Gator men are the mortal enemies of lizard men. They attack them on sight and do all in their power to drive the lizard men out of the swamps. To supplement their swampy diet, gator men often leave their homes and prowl the nearby countryside for fresh meat, preying on animals and isolated homesteaders.

Gator men are very strong (18 Strength), and a bite from a gator man's teeth inflicts 3d6 points of damage.

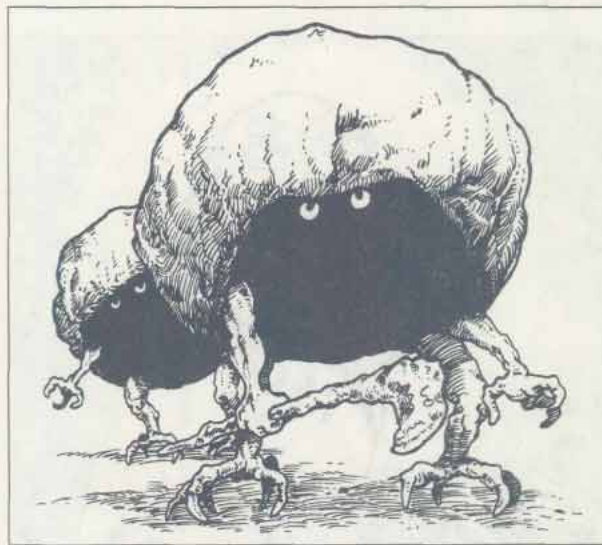
Many also carry large, crude swords which they wield with a +3 bonus on attack and damage rolls. Gator men are often led by a huge chief (9 HD) whose bite does 4d6 points of damage and who wields a weapon with +4 to attack and damage rolls.

Few dare enter the territory of the greatly feared gator men, and fewer return. Those that do tell of the horrific rites carried out by the gator men shamans in secret places deep within the swamps. Of the shamans little is known, as none have yet been seen outside of the swamps, but some have been reported as having at least 7th-level clerical abilities.

Terrain: Swamp.

Geonid

Armor Class:	-2
Hit Dice:	2 (S)
Move:	60' (20')
Attacks:	1 fist or 1 weapon
Damage:	1d8 or by weapon
No. Appearing:	2d6 (0)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	C
Intelligence:	10
Alignment:	Chaotic
XP Value:	20



Monster Type: Monster (Rare).

A geonid is a small, intelligent cave-dweller. It has two legs and arms, and a shell that gives it the appearance of a small boulder. The arms and legs come out of a small opening in the bottom of the shell. A geonid is able to draw its arms and legs into its shell and close the opening. When it does so, the geonid cannot be distinguished from

a small boulder. Because of this, it commonly surprises those it attacks on a 1d4. In combat, a geonid attacks either with one of its stony fists or with a weapon. Weapons normally carried are stone clubs or axes.

Geonids live underground in tunnel complexes and in natural caves. Their lairs are normally filled with rocks, stalactites, and stalagmites. The lair also contains a shrine dedicated to the geonid deity made of large and oddly shaped boulders. In a typical lair, there are from 30–80 (1d6×10+20) geonids, who are led by a geonid priest. This priest has no clerical powers, but has 4 Hit Dice and does 2d6 points of damage with its fist or +2 points of damage with a weapon.

Terrain: Cavern.

Ghoul, Elder

Armor Class: 5
Hit Dice: 5** (M)
Move: 90' (30')
Attacks: 2 claws/1 bite+special
Damage: 1d4/1d4/1d6+special
No. Appearing: 1d4 (2d6)
Save As: Fighter: 4
Morale: 11
Treasure Type: B, Q, R, S
Intelligence: 12
Alignment: Chaotic
XP Value: 175



Monster Type: Undead (Very Rare).

Elder ghouls are a more powerful form of ghoul. When first encountered, an elder ghoul looks exactly like a normal ghoul. When it is attacked, a sphere of eerie green light forms around its head. This sphere expands at a rate of 5 feet (in radius) per round up to

a maximum radius of 25 feet. Anyone entering or touching the ball of light must make a saving throw vs. spells or suffer a chilling weakness and a –2 penalty on their attack and damage rolls.

Elder ghouls have the same physical attacks as normal ghouls and, like them, can paralyze any creatures (except elves) of ogre-size or smaller for 2d4 turns on touch (a successful saving throw vs. paralysis prevents this). They are unaffected by spells such as *sleep*, *charm* and *hold*, and may be turned by clerics as wraiths.

Terrain: Cavern, Ruins.

Ghostly Horde

Armor Class: 4
Hit Dice: 3 (M)
Move: 120' (40')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: Special
Save As: Fighter: 3
Morale: 12
Treasure Type: Nil
Intelligence: Not Applicable
Alignment: Not Applicable
XP Value: None



Monster Type: Enchanted (Very Rare).

A ghostly horde can exist only on deserted battlefields or in cities and towns where an army met a sudden and catastrophic defeat, usually by magic. The horde is created by the losers' desire for revenge, and given form by fear. Each character who enters a battlefield where a ghostly horde could exist must make three saving throws vs. magic wands. If the first is a



failure, the character sees the horde appear. If the second is a failure, the character sees the horde prepare to charge. If the third is a failure, the character has succumbed to fear, and the horde attacks. If the first saving throw succeeds, the character does not see the horde, if the second or third succeeds, the horde fades away.

The horde is an illusion created by the character's panicked mind. It takes the form of the soldiers who lost the battle. The soldiers of the horde can be infantry or cavalry. Although the horde may number hundreds or thousands, each panicked character will only be attacked by one soldier. A character struck by a ghostly soldier must make a saving throw vs. magic wands; failure means that the character falls unconscious, "slain" by the soldier. A "slain" character revives in 1d4 turns. A character attacks a ghostly warrior as if it were a real opponent. A character who "slays" the soldier will not see the horde again on that battlefield.

Terrain: Ruins, Settled.

Golem*

	<i>Rock Golem*</i>	<i>Silver Golem*</i>
Armor Class:	-2	0
Hit Dice:	16*** (L)	12*** (L)
Move:	60' (20')	300' (100')
Attacks:	2 fists	2 fists+2 fists
Damage:	2d10/2d10	1d8/1d8+1d8/1d8
No. Appearing:	1d2 (1d2)	1d3 (1d3)
Save As:	Fighter: 8	Fighter: 6
Morale:	12	12
Treasure Type:	Nil	Nil
Intelligence:	4	4
Alignment:	Neutral	Neutral
XP Value:	5,150	3,875



Monster Type: Construct (Very Rare).

Rock Golems: These constructs are normally used to guard important areas such as temples or a wizard's citadel. Until activated, they usually resemble irregular rock formations, but rock golems in the form of large human statues and caryatids (columns carved as human figures) are also known. Although slow, rock golems are fearsome foes in combat, each of their fists doing 2d10 points of damage.

Although a rock golem cannot be affected by normal weapons, any which strike it are automatically broken—swords bend or snap, mace or axe heads shatter, etc. Even weapons of +1 enchantment must make a roll of 11+ on 1d20 or break. Weapons of +2 enchantment save successfully on a throw of 6+, and weapons of +3 or higher break only on a roll of 1.

Rock golems are immune to electrical, fire and cold attacks. They are only hit by magical weapons and are immune to *sleep*, *charm*, and *hold* spells, as well as all gases.

Silver Golem: These magical creatures are made from silver and filled with quicksilver. They resemble tall, athletic humans and are very quick. They always gain initiative and attack twice with each of their two arms. They are immune to *slow* spells and any form of electrical attack. Fire-based attacks cause them to grow 1 Hit Dice for each level of the spell used against them, and cold-based attacks cause them to shrink in a similar fashion.

The silver remaining after the golem is defeated is worth 1000 gp.

Silver golems are only hit by magical weapons and are immune to *sleep*, *charm*, and *hold* spells, as well as all gases.

Terrain: Cavern, Ruins, Settled.

Gray Philosopher*

	<i>Philosopher*</i>	<i>Malice*</i>
Armor Class:	4	1
Hit Dice:	9 (M)	1* (S)
Move:	Nil	150' (50')
Attacks:	Nil	1 touch
Damage:	Nil	1d6, 1d8 or 1d10 (see below)
No. Appearing:	1 (1)	Special
Save As:	Cleric: 9	Cleric: 6
Morale:	12	12
Treasure Type:	0	Nil
Intelligence:	13	Not applicable
Alignment:	Chaotic	Chaotic
XP Value:	450	13

Monster Type: Undead (Very Rare).

A gray philosopher is the undead spirit of a chaotic





cleric who died with some important philosophical deliberations unresolved in his or her mind. In its undead state, the philosopher does nothing but ponder these weighty matters. However it seems always unable to reach a conclusion. Over the centuries, the evil notions of the philosopher take on substance and gain a will of their own. These animated thoughts, known as *malices*, appear as small, luminous, translucent wisps with vaguely human faces, gaping maws, and spindly, clawed hands. They fly through the air, constantly searching for victims on which to vent their petty, but eternal, spite. Malices do not stray more than 100 feet from their philosopher, but are able to squeeze through the narrowest of gaps in their wanderings. A gray philosopher typically creates 2d4 malices for each century of its deliberations. Clerics turn malices as spectres.

Malices have the same attack rolls as a 9 Hit Dice creature, and the amount of damage done depends on the alignment of the victim: 1d6 points of damage for chaotic characters, 1d8 for neutral characters and 1d10 for lawful characters.

The philosopher itself appears as a seated, gray, insubstantial, robed figure who is deep in thought. It cannot be turned by a cleric, has no attack of its own, and will not defend itself. Until it is actually destroyed, its

concentration will not be broken even if it is attacked. When its moment of destruction comes, however, it will look up with an expression of malicious enlightenment on its face and then vanish with a lingering scream of evil delight. All malices vanish instantly when the philosopher is destroyed.

Both the philosopher and the malices are immune to mind-affecting magic (*charm*, *phantasmal force*, etc.) and to attacks from nonmagical weapons.

Terrain: Ruins.

Guardian Warrior & Horse

	Warrior	Horse
Armor Class:	4	4
Hit Dice:	5** (M)	5** (L)
Move:	90' (30')	150' (50')
Attacks:	1 weapon	1 bite/2 hooves
Damage:	1d12	1d4/1d6/1d6
No. Appearing:	3d10 (0)	1d10 (0)
Save As:	Fighter: 5	Fighter: 5
Morale:	12	12
Treasure Type:	See below	Nil
Intelligence:	4	2
Alignment:	See below	See below
XP Value:	425	425





Monster Type: Construct (Very Rare).

In their original form, guardian warriors and their steeds are simply ceramic figures sometimes used as symbolic guards of tombs or religious sites. They are often dull red in color, with their equipment reflecting the fashions of a previous age and their eyes and faces curiously expressionless.

Such ceramic figures may be animated by those who know the correct formula, the secret of which can sometimes be found described on a scroll or on a set of jade tablets (value 1000 gp). The process involves pouring a liquid over the lifeless statue, and the kind of liquid used determines the alignment of the animated creature: salt water for Lawful, pure water for Neutral, and acid for Chaotic.

If a guardian warrior (or horse) has the same alignment as its animator, it will diligently follow any instructions which she or he gives it. If the alignments differ by one step (in other words, Neutral/Chaotic or Neutral/Lawful), the creature ignores instructions, and if they are opposite (Lawful/Chaotic), it will attack the animator as soon as the process is completed.

Guardian warriors and horses are immune to fire-based attacks, to mind-affecting spells and, since they have no eyes as such, to spells affecting vision (*light*, *darkness*, etc.). Attacks from edged and piercing weapons inflict only 1 point of damage, although they seem, to the attacker, to be causing full damage. Blunt weapons inflict full damage. All attacks by guardian warriors inflict 1d12 points of damage regardless of weapon.

Guardian horses normally serve as steeds to guardian warriors, but may be commanded by their animators to allow other creatures to ride them.

Terrain: Settled, Ruins.

Gyerian

Armor Class:	3
Hit Dice:	3 (S to M)
Move:	150' (50')
Attacks:	2 claws/1 peck
Damage:	1d4/1d4/2d4
No. Appearing:	1d4 (10d4)
Save As:	Fighter: 3
Morale:	8
Treasure Type:	K, O
Intelligence:	8
Alignment:	Lawful
XP Value:	35



Monster Type: Monster (Rare).

These bird-like creatures are usually three to four feet tall, but may be as tall as six feet. Their bodies are covered with fine, pale feathers, and their arms have longer feathers that give them a wing-like appearance. However, gyerians cannot fly. They possess thin, graceful hands.

Gyerians are very excitable, extremely nervous, and impatient. They do not care for humans, but get along with elves. They grow and eat nuts, berries, roots, insects, fish, and snails. They are also known for their fascination with bright, shiny objects, and treasure gems and baubles for their appearance rather than their value.

Gyerians live in small settlements built on plains or in wild woods. Their villages are always named Gyer, and are composed of nesting huts woven from straw and branches, daubed with mud. These villages are at best only temporary domiciles, for they migrate east to west every spring, returning in the fall.

Gyerians attack by kicking with their three-toed feet and jabbing with their hooked, beak-like nose. How-

ever, most gyerians are cowards and will either babble, flee, or cry. The very nervous ones have been known to sneeze—and little can stand up to the sneeze of a gyerian. If a gyerian sneezes, anyone in front of it must roll less than his or her Dexterity on 1d20 or be bowled over for 1d4 points of damage. She or he must spend one round standing up again.

For every 10 gyerians in a flock, there is also one cockrobin (AC 2; HD 5; Damage 1d6/1d6/2d6). A flock is led by one rooster (AC 1; HD 7; Damage 1d8/1d8/2–16).

Terrain: Open, Woods.

Haunt, Lesser

Armor Class: Not applicable
Hit Dice: Not applicable
Move: Nil
Attacks: Fear
Damage: Nil
No. Appearing: 1d2 (1d2)
Save As: Special
Morale: Not applicable
Treasure Type: Nil
Intelligence: 10
Alignment: Any
XP Value: 100 (see below)



Monster Type: Undead (Rare).

Like the greater haunts (banshees, ghosts and poltergeist, described under *Haunt* in the D&D® *Rules Cyclopedic*), the lesser haunt is the ghost-like spirit of some dead character or creature which is unable to rest for some reason (the need to pass on some message or to fulfill a broken oath, for example), and is bound to a particular location. This is often the place where its

mortal body perished—often a gloomy bog, tangled forest, or abandoned dungeon.

Unlike the greater haunts, the lesser haunt cannot be destroyed, only laid to rest by some special means decided by the DM. For example, the haunt might require mortal aid (from the PCs) to enable it to complete its task, and they may only receive the haunt's XP value once it has attained peace.

Conversely, lesser haunts are much less dangerous than greater haunts. They cannot attack or cause damage, although an encounter with certain haunts may require characters to make a saving throw vs. spell or run away in fear. Characters who happen to fail their saving throws will not willingly go into that haunted area again.

Terrain: Any (see above).

Hawk



	Normal	Giant
Armor Class:	8	6
Hit Dice:	1/2 (1d4 hp) (S)	3+3 (M)
Move (flying):	480' (160')	450' (150')
Attacks:	1	1
Damage:	1d2	1d6
No. Appearing:	0 (1d6)	0 (1d3)
Save As:	Normal Man	Fighter: 2
Morale:	7	8
Treasure Type:	Nil	Nil
Intelligence:	2	3
Alignment:	Neutral	Neutral
XP Value:	5	50

Monster Type: Normal Animal (Common); Giant Animal (Rare).

Hawks are hunting birds that glide on the updrafts of the wind, watching the ground for prey. If a hawk surprises its victim, it will do double damage on its first attack. Both types of hawks discussed below may be trained as pets or guards by an animal trainer.

Normal Hawks: Normal hawks will not attack human-sized or larger creatures unless they appear unable to defend themselves (wounded, bound, etc). Normal hawks are often trained by the nobility to hunt for small game and birds. The noble will ride out to hunt (often in a party with other nobles and attendants) with a special saddle featuring a perch for the hawk, which is kept hooded and tied to the perch until it is to be released to attack.

Giant Hawks: These birds are the size of a very large dog or small pony. Giant hawks are very strong and will attack human-sized creatures if hungry. They can carry off halfling-sized prey. They prefer nesting in tall, rocky crags, but some varieties will also nest in very tall trees.

Terrain: Mountain, Open, Settled, Woods.

Hephaeston*

Armor Class: -2
Hit Dice: 25**** (L)
Move: 120' (40')
Attacks: 1 weapon/1 hand or
1 weapon+special (see below)
Damage: 4d10/3d10 or 4d10+special (see below)
No. Appearing: 1 (1)
Save As: Fighter: 25
Morale: 11
Treasure Type: F
Intelligence: 14
Alignment: Neutral
XP Value: 15,500



Monster Type: Giant Humanoid (Very Rare).

A hephaeston is a giant-sized humanoid creature (18–25 feet tall) with a skin of flexible iron, which gives it an Armor Class of -2, and immunity to blows from weapons of less than +2 enchantment. These creatures are immune to any spells or magic affecting the mind and to all 1st- and 2nd-level spells. They are also immune to all forms of fire. Hephaestons are solitary creatures who spend most of their time forging weapons.

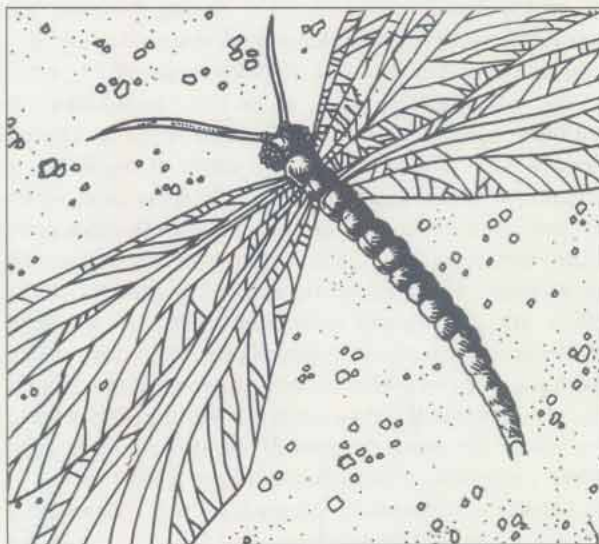
A hephaeston will normally wield a huge iron weapon (usually a sword or an axe) and attacks with it once per round. In addition, the creature can either attack with its fist or use one of its special abilities (see below). If the fist hits with a roll of 18–20, the hephaeston has grabbed its opponent (3d10 points of damage) and will throw the victim to the ground (5d6 points of additional damage—halved by a successful saving throw vs. death ray) at the end of the round.

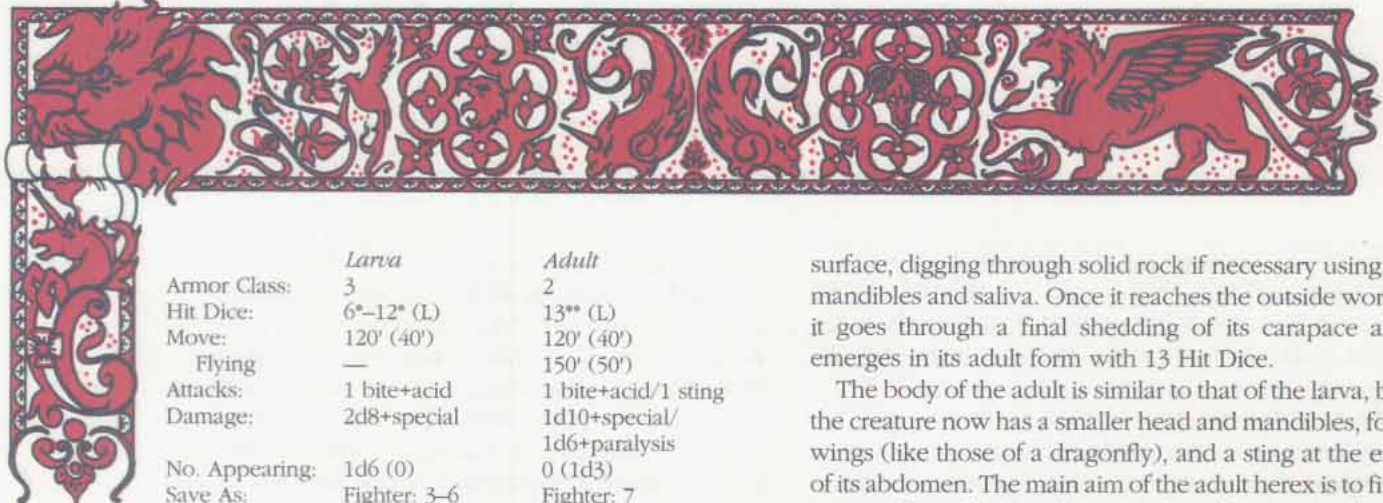
A hephaeston's special abilities are as follows:

- *Levitate* iron or steel objects (as the 2nd-level magic-user spell, but double speed and no need to concentrate; range—120 feet);
- Heat one iron or steel object up to 700 cn weight within 100 feet to red heat for 1d4+1 rounds. Contact with such an object will inflict 2d6 points of damage per round (halved by a successful saving throw vs. spell);
- Create a *wall of iron* once per day (as the 6th-level magic-user spell, but only lasts 3 turns).

Terrain: Cavern, Mountain.

Herex





	Larva	Adult
Armor Class:	3	2
Hit Dice:	6*-12* (L)	13** (L)
Move:	120' (40')	120' (40')
Flying	—	150' (50')
Attacks:	1 bite+acid	1 bite+acid/1 sting
Damage:	2d8+special	1d10+special/ 1d6+paralysis
No. Appearing:	1d6 (0)	0 (1d3)
Save As:	Fighter: 3-6	Fighter: 7
Morale:	12	12
Treasure Type:	U	Nil
Intelligence:	0	0
Alignment:	Neutral	Neutral
XP Value:	500, 850, 1200, 1,600, 1,750, 1,900, or 2,125	3,250

Monster Type: Lowlife (Rare).

A herex is a giant insect-like creature which, depending on the circumstances, may be encountered at any of the three stages in its life cycle:

Egg: Herex eggs are spherical and about three feet in diameter, with a hard, opaque white shell. They are found only underground (in dungeons, caverns and so on), where they are laid by the adults in clutches of 1d6. The eggs remain dormant for many years, hatching only if disturbed by some unwary creature. In this way, the emerging ravenous larva is assured of having the opportunity to gain its first meal as soon as it hatches!

Larva: The larva of the herex resembles a flattened, wingless beetle with an elongated, flexible abdomen, a large head, and powerful mandibles. Its sole purpose in life is to eat and grow, shedding its outer carapace several times as it does so. When it first emerges from its egg, the larva is about 10 feet long and has 6 Hit Dice. Over five to 10 months, however, it grows to about 20 feet in length, by which time it has 12 Hit Dice. During this time, the larva lives completely underground, wandering the tunnels and/or caverns of its birthplace in search of prey.

The larva's main attack is its bite. In addition to suffering normal damage, any creature bitten by a herex larva will be affected by its acid saliva. If the victim is wearing armor, the acid permanently reduces its effectiveness by 2 in the case of normal armor (for example, plate mail becomes AC 5 rather than 3) or 1 in the case of magical armor. Each successive bite has the same effect, and if the armor is reduced to AC 9 or worse, it disintegrates completely. Magical protection devices (for example, *rings of protection* and *cloaks of displacement*) are not affected. If the victim is not wearing armor (or if the armor has been destroyed) she or he suffers 1d10 additional points of acid damage from a bite.

Adult: Just before it completes its growth, a herex larva abandons its underground home and makes its way to the

surface, digging through solid rock if necessary using its mandibles and saliva. Once it reaches the outside world, it goes through a final shedding of its carapace and emerges in its adult form with 13 Hit Dice.

The body of the adult is similar to that of the larva, but the creature now has a smaller head and mandibles, four wings (like those of a dragonfly), and a sting at the end of its abdomen. The main aim of the adult herex is to find a mate. Since this can take some time, the creatures have to hunt for prey in order to survive. Once she has mated, the final action of a female herex is to burrow underground for the last time in order to lay her eggs.

Although the bite of the adult herex is less damaging than that of the larva, its acid saliva has exactly the same effect. The adult can also attack with its tail sting. This inflicts 1d6 points of damage and injects a poison which paralyzes victims for 4d8 rounds unless they make a successful saving throw vs. poison.

Terrain: Egg/Larva: Cavern; Adult: Any except Cold/Arctic, Ocean, River/Lake, and Settled.

Hivebrood

	Broodling	Hivebrood	Hiveleader
Armor Class:	6	3	2
Hit Dice:	As host+1d4 hp* or 2+1*, which- ever is greater	3+1** (M)	5+1** (M)
Move:	120' (40')	120' (40')	120' (40')
Attacks:	—1 bite/2 claws or 1 bite/1 weapon—		
Damage:	1d6/1d4/1d4 or 1d6 by weapon	1d8+paralysis/ 1d4/1d4 or 1d8+paralysis/ by weapon	1d10+ paralysis/1d6/ 1d6 or 1d10+ paralysis/by weapon
No. Appearing:	1d100 (1d100)	1d100 (1d100)	2d4 (2d4)
Save As:	Fighter: 3	Fighter: 4	Fighter: 7
Morale:	12	12	12
Treasure Type:		—N, O, U+V—	
Intelligence:	4	7	10
Alignment:	Neutral	Neutral	Neutral
XP Value:	35 or by host	100	400

	Broodmother	Hivemind
Armor Class:	8	6
Hit Dice:	12+2* (L)	6+6**** (M)
Move:	10' (3')	30' (10')
Attacks:	1x30' rad. gas cloud	2 claws/1 bite
Damage:	3d6 per round	1d4/1d4/1d6+paralysis
No. Appearing:	1 (1)	1d4 (1d4)
Save As:	Fighter: 12	Fighter: 12 or better
Morale:	12	12
Treasure Type:		—N, O, U+V—
Intelligence:	0	16
Alignment:	Neutral	Neutral
XP Value:	1,900	1,175





Monster Type: Monster (Rare).

Hivebrood are a type of insect that live in communities somewhat similar to ants' nests. Unlike ants, however, hivebrood are large parasitic creatures which live by infesting other beings, controlling and eventually destroying them—as individuals—in the process. For hivebrood individuals have no meaning or worth—only the interests of the hive are important.

The broodmother is the most important member of the hivebrood, living at the center of all the hive's activities and protected with fanatical devotion by her children. This large creature—one per hive—is barely capable of independent movement and exists solely to produce broodlings.

So specialized is the broodmother that she has none of the normal abilities of hivebrood and can only defend herself by emitting a 30-foot-radius cloud of poisonous chemicals and scents. This ability can be used up to 3 times per day. Those caught within the cloud must make a saving throw vs. poison at -1 or suffer 3d6 points of damage per round until they do make a successful saving throw.

Once born, the broodlings are not kept in nurseries to grow, but are placed on paralyzed victims, who act as hosts for the parasitic young. A broodling does not kill its host, but adapts and modifies itself to the host, so much so that the host and broodling are, to all intents and purposes, a single creature.

This process takes a whole day, during which time various changes take place in the metabolism of the host and the broodling. The most obvious changes are that the host creature—usually a humanoid of some type—develops a chitinous outer layer to its skin, and its eyes film over. The host also becomes stiffer and



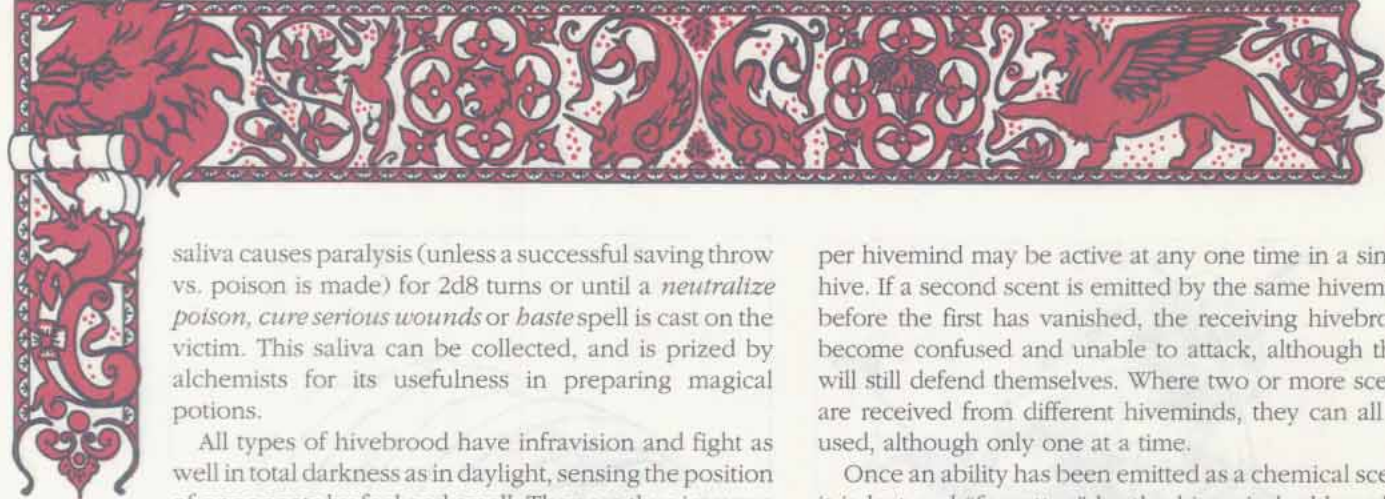
more insect-like in its movements. After this change is complete the new broodling goes to join its fellow hive members at work until the next stage of its development takes place. Broodlings attack with their hardened claws, teeth, or weapons of some type, and can use abilities transmitted to them by the hiveminds (see below).

Casting a *cure disease* spell or a *cure all* spell on a victim will kill the parasitic broodling, but the host creature will be badly affected. She or he will suffer a permanent loss of 1d6 points from Intelligence, Wisdom, Dexterity, and Charisma from the broodling's metabolic tamperings. However, the host will benefit through a +1 to Armor Class due to the chitinous nature of his or her new skin.

After a period of several days, the broodling becomes dormant for 1d4+4 hours. During this time it sheds its outer skin and becomes a full hivebrood. This new form keeps the overall shape of the original host but is more insectoid in appearance, with antennae, compound eyes and a tough, chitinous exoskeleton. In this form the hivebrood acts as a worker and soldier on behalf of the hive, forgets any of the host creature's previous abilities, and normally (but not always) loses any special physical characteristics of the host. It can use abilities emitted by chemical scent from hiveminds and hiveleaders (see below).

Hivebrood are very simple-minded and are unable to deal with complex problems. As a result, they are controlled by a complex series of chemical scents that govern their behavior. If all else fails, they resort to instinctive responses and violence.

A hivebrood can attack using all the methods available to a broodling, but in addition, its powerful, sticky



saliva causes paralysis (unless a successful saving throw vs. poison is made) for 2d8 turns or until a *neutralize poison*, *cure serious wounds* or *haste* spell is cast on the victim. This saliva can be collected, and is prized by alchemists for its usefulness in preparing magical potions.

All types of hivebrood have infravision and fight as well in total darkness as in daylight, sensing the position of opponents by feel and smell. They are thus immune to the effects of spells such as *darkness* and *continual darkness*, although these cast in concert with a *silence* spell will "blind" them. Hivebrood are, however, very vulnerable to the effects of fire and heat. All fire-based attacks cause double damage to them.

The broodmother also emits a foul-smelling jelly which is sometimes fed to the newborn broodlings before they are placed on hosts. If this is done, the hivebrood becomes a hiveleader, capable of giving orders to other members of the hive through emitted scents if they are within a 30-foot radius. Hiveleaders can also "store" up to five abilities which they receive through the hivemind scents (see below) and pass these on to hivebrood under their command.

If feeding on the jelly continues, the hiveleader undergoes a second period of dormancy and emerges as a hivemind. A hivemind is another barely mobile type; it is entirely devoted to controlling the activities of the hive. It is the hiveminds that decide when it is time for the broodmother to lay another broodmother egg—and where and when this egg should be sent with a retinue of hivebrood to start another nest.

Hiveminds have one very powerful ability that makes them creatures truly to be feared. If a hivemind eats a creature, it gains all of that creature's abilities (including its saving throws if these are better than it already has). These abilities can be passed on to any members of its hive through its windborne chemical emissions. If, for example, a hivemind has dined on a 3rd-level thief and a 6th-level magic-user, it can send out chemical signals to all the hivebrood so that they can hide in shadows as though they were 3rd-level thieves or cast any of the spells that the 6th-level magic-user had memorized at the time she or he was eaten. Thus, it is possible for all the members of a hive to cast *fireball* spells if a hivemind has eaten a magic-user who knew and had memorized the spell!

There are limits to this chemical skill transfer. The chemicals only spread at a rate of 60 feet per round and dissipate completely after three rounds. If the abilities are not used within a further three rounds, the hivebrood and broodlings involved cannot use them at all (hiveleaders are an exception). Furthermore, only one chemical scent

per hivemind may be active at any one time in a single hive. If a second scent is emitted by the same hivemind before the first has vanished, the receiving hivebrood become confused and unable to attack, although they will still defend themselves. Where two or more scents are received from different hiveminds, they can all be used, although only one at a time.

Once an ability has been emitted as a chemical scent, it is lost and "forgotten" by the hivemind, although it may have an unlimited number of abilities in its mind at any one time. This can include duplicated abilities and spells if the hivemind has eaten several individuals with similar abilities.

An "ability" is defined as one spell (of any level and type), a skill such as a thief's special ability, a level of weapon mastery, an attack rank, or a fighter's combat option, such as multiple attacks, smash, parry, or disarm.

If a hivebrood of any type casts a spell of any sort, it loses 1 hit point in the process. A hivebrood will cast a spell and lose a hit point even if this leads to death, for the hive is far more important than the individual.

Finally, treasure, although it is found in hivebrood nests, is simply an irrelevance to hivebrood. If a treasure is magical, usable (scrolls, for example, can be read by a hivemind if it has eaten someone who can read) and recognized as such, it will be used by a hivemind. Otherwise, small items of treasure can be found scattered around a hivebrood lair.

Terrain: Any (except Cold/Arctic).

Homunculus*





	<i>Fylgar*</i>	<i>Gretch*</i>	<i>Ulzaq*</i>
Armor Class:	0	0	0
Hit Dice:	3**** (S)	3**** (S)	3***** (S)
Move:	60' (20')	150' (50')	60' (20')
Flying	240' (80')	180' (60')	—
Attacks:	1 bite or 1 tail	1 tail or 1 bite	2 claws/1 bite or 1 bite
Damage:	1d4 or 1d3	1d4+special or 1d4	1d2/1d2/1d4 +special or 1d4 +special
No. Appearing:	1 (0)	1 (0)	1 (0)
Save As:	Magic-User: 21	Magic-User: 21	Magic-User: 21
Morale:	9	8	8
Treasure Type:	L	L	L
Intelligence:	11	12	6
Alignment:	Lawful	Neutral	Chaotic
XP Value:	95	95	110

Monster Type: Planar Monster (Very Rare).

Although a homunculus appears to be simply a two-foot-tall humanoid creature, it is actually the special form taken on the Prime Plane by an Immortal sent there on a special mission or as a penance. As a homunculus, the Immortal serves a mortal master, who may be a cleric or magic-user. Homunculi generally serve their masters out of choice or duty and, although high-level characters occasionally bind homunculi to their service, this is a very risky business involving long, dangerous, and costly magical operations.

There are three types of homunculi (one for each alignment), and although superficially similar, each type has its own strengths and weaknesses.

All homunculi are immune to nonmagical weapons, as well as all cold- and fire-based attacks. They can become *invisible* and may *detect evil* and *detect magic* at will. They all regenerate damage at the rate of 1 hit point per round, and this ability is passed on to their master, as long as the character is within 10 feet. Homunculi use their magical abilities as if 21st level and make saving throws as if they were magic-users of 21st level.

As long as it is a willing servant, a homunculus can communicate telepathically with its master up to a distance of one mile. The master is able to use all the senses (including infravision) of the homunculus as long as it stays within a mile of him or her. If the character is in actual physical contact with the homunculus, she or he gains a bonus of +3 to all saving throws.

Once per week, a homunculus may use its own special knowledge and insight to help its master make some important decisions. The assistance it gives is equivalent to a *commune* spell.

If a homunculus is ever reduced to 0 hit points, its

body on the Prime Plane is destroyed, and its life-force will return to the plane it originally came from. The character whom the homunculus served will *not* be granted a replacement for at least one year and will suffer the permanent loss of a 1d4+1 hit points.

Fylgar: These are the most attractive of the homunculi, with childlike features, no horns, and brightly colored wings. Fylgar may *polymorph* themselves into either black cats or hawks. They have extremely quick reactions (gaining +1 to initiative rolls), and when using their long, whip-like tails (natural form only) attack with a bonus of +4.

All fylgar have the innate ability to *detect invisible*. Three times per day they can use a *protection from evil* 10' radius spell.

Gretch: This winged homunculus looks very similar to an ulzaq in its natural form, and may *polymorph* itself (at will) into a raven or giant rat. If not polymorphed, the creature attacks with its tail, which has a cruel and poisonous barb on the end. Victims hit by the tail who fail a saving throw vs. poison suffer the loss of 1 point of Dexterity per hit. This drain lasts for 2d4 turns, and anyone whose Dexterity is reduced to 3 or less will fall unconscious.

Gretch are also immune to mind-affecting spells. Once per day a gretch can *slow* opponents (as the spell).

Ulzaq: These are by far the ugliest of the homunculi, with hideous, misshaped features, scaly skin, and gnarled horns sprouting from their small heads. Unlike the other homunculi, ulzaq cannot fly in their natural form, but have the ability to *polymorph* themselves (at will) into normal bats or frogs, in which case they move and attack as those creatures. In their normal form, ulzaq attack by means of their filthy talons and vicious fangs. Whatever form the creature assumes, the wounds caused by its bite will drain the victim's Strength at the rate of 1 point per hit (negated by a successful saving throw vs. poison). Strength loss remains for 2d4 turns, and anyone whose Strength is reduced to 3 or less will fall unconscious.

In addition to the immunities common to all homunculi, ulzaq are immune to electrical attacks. Once per day, an ulzaq can cause *confusion* (as the spell).

Terrain: As master.



Hook Beast

	<i>Hook Horror</i>	<i>Hulker</i>
Armor Class:	2	2
Hit Dice:	5 (L)	10 (L)
Move:	90' (30')	60' (20')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d8/1d8/3d6	2d6/2d6/2d8
No. Appearing:	2d6 (0)	1d4 (0)
Save As:	Fighter: 5	Fighter: 10
Morale:	8	10
Treasure Type:	K	G
Intelligence:	4	6
Alignment:	Chaotic	Chaotic
XP Value:	175	1,000

Monster Type: Monster (Very Rare).

The name *hook beasts* is used to refer to two closely related species of aggressive bipedal monsters—the hook horror and the hulker—which are often encountered together underground in dungeons and caverns. Although the two species can communicate with each other using a crude language of clicks made with their talons, they are not intelligent enough to use tools or weapons or to form proper societies or tribes. Even so, hunting bands of hook horrors are often led by the more powerful hulkers in search of prey. Both monsters particularly relish humanoid flesh, and so they will attack humanoids on sight to obtain this delicacy.



Hook Horror: These seven-foot-tall, powerful creatures have vulture-like heads and thick, rhinoceros-like skin. Each arm ends in one sharp, hooked talon with which it slashes while rending with its huge beak. The hook horror's vision is poor, but its hearing is extremely good. It has only a 1 in 10 chance of being surprised.



Hulker: Hulkers are taller than hook horrors (nine feet) and have several hooked talons on each paw. Their mouths have mandibles and do not inflict as much damage as the hook horrors' beaks. Unlike hook horrors, hulkers have excellent vision and infravision (120-foot range), which is conveyed by their many eyes. The smaller eyes are sensitive to heat, providing the infravision capabilities, and the widely spaced larger eyes provide binocular vision as good or better than that of most cats in low light situations.

Terrain: Caverns.

Hutaakan

	<i>Priest</i>	<i>Warrior</i>	<i>Other</i>
Armor Class:	6	5	8
Hit Dice:	2* (M)	1 (M)	1-1 (M)
Move:	90' (30')	90' (30')	90' (30')
Attacks:	1 weapon or 1 spell	1 weapon	1 weapon
Damage:	By weapon	By weapon	By weapon
No. Appearing:	1d4+1 (5d10)	1d4+4 (9d10)	0 (20d10)
Save As:	Cleric: 2	Fighter: 1	Normal Man
Morale:	8	9	6
Treasure Type:	S	S	S
Intelligence:	11	10	9
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	10	5

Monster Type: Humanoid (Very Rare).

The race of Hutaakans are tall, slender, humanoid creatures with jackal-like heads. Their bodies are exactly like those of humans except that their hands and feet are narrow with claw-like nails. All Hutaakans have infravision (60-foot range) and have the same chance of moving silently as a thief of the equivalent level as their Hit Dice.



In the Known World, the Hutaakan empire once covered much of what is now the Duchy of Karameikos. They now live in isolated communities in the mountains north of Karameikos. In other game worlds the Hutaakans should be similarly isolated, although they may in the past have ruled a grand nation.

Although there are many craftsmen and artists among the the Hutaakans, all Hutaakans wear long, somber-colored robes with the occasional simple item of jewelry.

Priests: The life of the Hutaakans revolves around their ancient religion. Many clerics among their number are needed to carry out the numerous daily rituals. Most Hutaakan clerics have 2 Hit Dice and one spell, but some are of higher levels (maximum 11th) with corresponding Hit Dice and spells. The higher level clerics are the Hutaakans' leaders. All are usually armed with maces.

Warriors: Since the Hutaakans have never adapted well to the arts of war, they have few warriors. Those that do exist usually wear leather armor, carry shields, and wield short swords, spears, or slings.

Others: The remaining Hutaakans include not only the old, young, and sick, but also those craftsmen and artisans who have no skill with arms. These Hutaakans will only fight in self-defense, using clubs or daggers, but without the benefit of armor.

The Hutaakans are a haughty, callous race, dominated by their priests. However, they see themselves as a sensitive, civilized, intellectual people, suffering as a result of their cultured nature. They are not boldly aggressive, but fight without mercy when forced. They prefer to ambush enemies and attack with missile weapons if possible.

Terrain: Mountain, Ruins, Lost World, or other isolated locales.

Hypnosnake



Armor Class:	4
Hit Dice:	8* (S to M)
Move:	90' (30')
Attacks:	1 bite or gaze/1 tail
Damage:	1d8 or sleep/1d10
No. Appearing:	1 (1)
Save As:	Magic-User: 5
Morale:	9
Treasure Type:	D
Intelligence:	3
Alignment:	Chaotic
XP Value:	1,200

Monster Type: Monster (Very Rare).

The hypnosnake is a semi-intelligent reptile that attempts to hypnotize its prey before devouring it. This hideous serpent is a red-and-green-striped reptile that may grow up to 20 feet in length. Its eyes are a whirling blend of all the colors of the rainbow. To hypnotize its prey, the hypnosnake stares into the eyes of a potential victim while swaying in a rhythmical fashion. The victim must make a saving throw vs. paralysis or fall instantly asleep. The next round, the hypnosnake may seek out another victim and attempt to hypnotize him or her.

A character who is surprised by a hypnosnake automatically meets its gaze. Characters who are in hand-to-hand combat with it will meet its gaze unless they state that they are looking away. In the latter case, the character attacks at -4, and the hypnosnake attacks at +2 on all rolls to attack. If the hypnosnake watches itself in a mirror for a full round it must make a saving throw vs. paralysis or fall asleep itself.

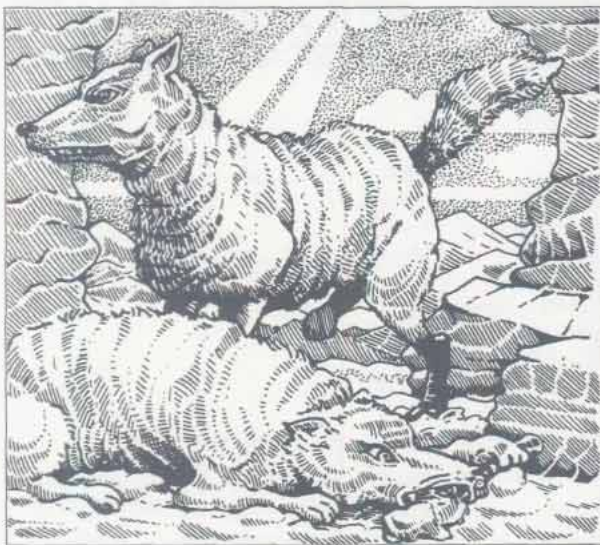
The hypnosnake can also lash out with its barbed tail

for 1d10 points of damage or bite for 1d8 points. Note that if it chooses to bite, it cannot attempt to hypnotize at the same time.

Terrain: Cavern, Desert, Open, Ruins, Swamp, Woods.

Ice Wolf

Armor Class: 4
Hit Dice: 3+1**, 4+1** or 5+1** (L)
Move: 150' (50')
Attacks: 1 bite or 1 breath
Damage: 1d10 or special
No. Appearing: 0 (1d8)
Save As: Fighter: 4, 5, or 6
Morale: 10
Treasure Type: C
Intelligence: 2
Alignment: Chaotic
XP Value: 100, 275 or 575



Monster Type: Monster (Rare).

Ice wolves are huge hounds (as big as a pony) with snow-white fur and icy blue eyes. They live mostly on high mountains and in arctic regions, but often venture onto the lowlands during winter or in search of food when game is scarce. Ice wolves are sometimes trained and used as mounts by creatures such as hobgoblins and Qauriks (page 75).

Each round during combat, ice wolves normally (1-4 on 1d6) attack with a bite. Alternatively (5-6 on 1d6), they attack by breathing out an icy blast of air at a single victim within 15 feet. The blast automatically hits, inflicting 1d4 points of damage for each full hit die of the creature (for example, the breath of an ice wolf with 3+1 hit points will inflict 3d4 points of damage). The victim is allowed a saving throw vs. dragon breath

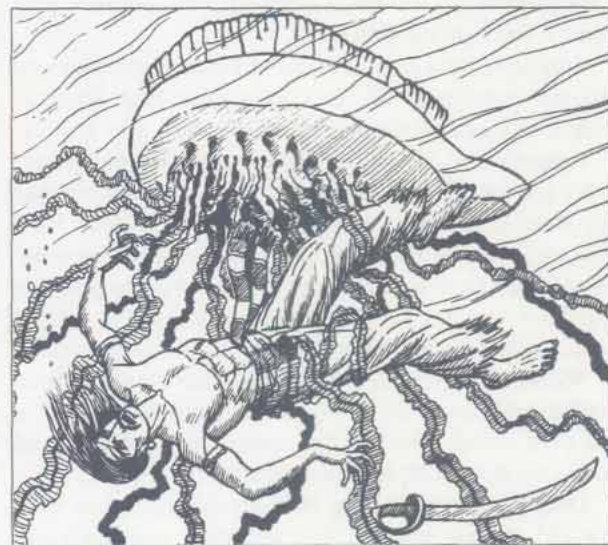
and, if successful, takes only half damage.

Ice wolves are immune to normal cold and take only half damage from magical cold attacks. If normal or magical fire is used, however, one extra point is added to each die of damage inflicted (in other words, a torch does 1d4+1 points of damage to an ice wolf).

Terrain: Cold/Arctic, Mountain.

Jellyfish, Giant

	<i>Marauder</i>	<i>Man-O-War</i>
Armor Class:	9	6
Hit Dice:	4** (L)	9** (L)
Move (floating):	15' (5')	30' (10')
Attacks:	Tentacles	Tentacles
Damage:	1d10 each +paralysis	1d10 each +paralysis
No. Appearing:	0 (1d10)	0 (1d4)
Save As:	Fighter: 2	Fighter: 5
Morale:	8	9
Treasure Type:	Nil	U
Intelligence:	0	0
Alignment:	Neutral	Neutral
XP Value:	175	2,300



Monster Type: Lowlife (Rare).

These huge, translucent creatures have stinging tentacles up to 100 feet long. The tentacles look like innocuous weeds hanging down into the water. However, the giant jellyfish is able to manipulate these appendages to slash and paralyze its unfortunate victims. Giant jellyfish stay afloat by retaining air in a large bladder which forms the majority of their bodies. They will always be found floating near the surface of the sea.

Marauder: The marauder is 10 feet across and has 40 tentacles. It can only use 1d4 of them against each





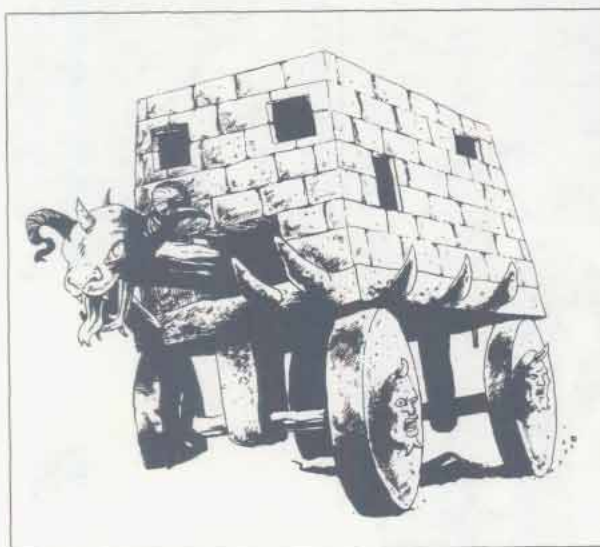
opponent, however. Each hit inflicts 1d10 points of damage and the victim must make a saving throw vs. paralysis or be paralyzed for 1d10 rounds. The monster gains a +4 bonus on all attack rolls against paralyzed opponents.

Man-O-War: The man-o-war is a larger form of the marauder. It is 20 feet across, with 80 tentacles. The man-o-war can attack a single opponent with 1d10 of its tentacles each round. The same attack roll bonuses apply against opponents who fail their saving throws as with marauders.

Terrain: Ocean.

Juggernaut

	Stone*	Wood
Armor Class:	0	6
Hit Dice:	30** (L)	25** (L)
Move:	90' (30')	120' (40')
Attacks:	1 crush	1 crush
Damage:	10d10	8d10
No. Appearing:	0 (1)	0 (1)
Save As:	Special	Special
Morale:	12	12
Treasure Type:	M+N	G
Intelligence:	3	3
Alignment:	Neutral	Neutral
XP Value:	11,250	7,500



Monster Type: Construct (Very Rare).

Juggernauts are huge magical machines. They may be encountered in a variety of shapes and sizes: Some look like houses, pyramids, or even statues mounted on great rollers. They are magically animated and have some awareness of their surroundings, allowing them to hunt and kill. They are made of wood or stone.

Juggernauts are very maneuverable. They can stop, reverse, or turn around in just 1 round, allowing them to attack creatures behind, beside, or in front of them from one round to the next. They attack by rolling over victims with their huge wheels. These are 30 feet wide, making it possible for juggernauts to attack more than one target in their path. If there is only one target in their path, the attack is made normally. If there are two or more targets in the path then each is allowed to make a saving throw vs. dragon breath. Targets that make their saving throw have managed to get out of the path of the juggernaut. Those that fail to save will be hit if the juggernaut makes a successful attack roll against them. A separate roll is made for each target.

All juggernauts have the following immunities in common: all nonmagical missile fire; *sleep*, *charm*, and *hold* spells; and poison.

Stone Juggernaut: Stone juggernauts appear as small pyramids or huge statues on rollers. They stand 40 feet to 50 feet high. They may only be damaged by magical weapons or spells. Stone juggernauts make all their saving throws on a roll of 4 or better. Stone juggernauts can easily crush small buildings, even those made of stone.

Wood Juggernaut: This type of juggernaut normally appears as a large wooden building on rollers. It is 20 feet to 30 feet high. Its saving throw vs. everything (except magical fire) is 5 or better. A wooden juggernaut automatically fails its saving throw against any type of magical fire attack.

A juggernaut carries its treasure inside itself. This treasure may only be found after the monster is destroyed.

Terrain: Ruins, Settled.

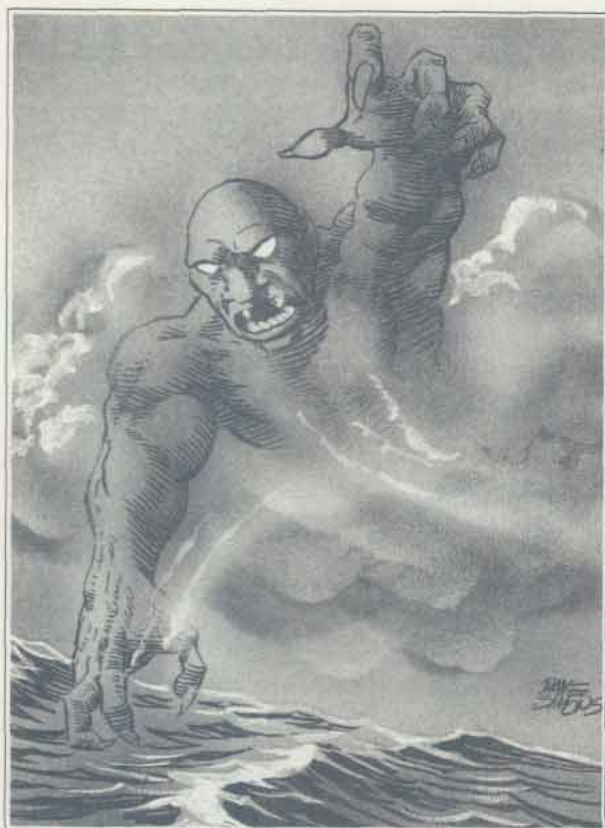
Kal-Muru* (Shipbane)

Armor Class:	4
Hit Dice:	2* (M)
Move (flying):	120' (40')
Attacks:	2 claws/1 bite+special
Damage:	1d3/1d3/1d6
No. Appearing:	0 (10d6)
Save As:	Fighter: 4
Morale:	9
Treasure Type:	Nil
Intelligence:	6
Alignment:	Neutral
XP Value:	25

Monster Type: Planar Monster (Very Rare).

These vicious, man-sized creatures from the Elemental Plane of Air are normally encountered flying over





windswept oceans in wandering groups of 10 or more. These groups are able to completely enshroud themselves in a cloud of magical, fog-like vapor which reduces visibility to 3 feet within its area of effect. The cloud is 20 feet deep and has a diameter of 10 feet per kal-muru present. The fog is unaffected by the wind, and can move at the same speed as the flying kal-murus. It will vanish if the number of kal-murus is reduced to less than 10.

Any creature caught in the fog is subject to *confusion* (as the spell), but creatures having 5 or more Hit Dice save at +4, and those with 8 or more Hit Dice are unaffected. Kal-murus can change their shape (but not their size or attacks) at will, which adds to the confusion and terror of their victims.

Kal-murus attack with two claws and a bite. They are immune to mind-affecting spells such as *sleep* or *charm*, and can only be hit by silver or magical weapons.

Sailors know and fear the unnatural fog created by kal-murus, since ships engulfed by it usually vanish or are found adrift with the entire crew mysteriously and viciously slain. Mariners have given the kal-muru fog the name *shipbane*, and the mere mention of it is enough to strike terror in the heart of the most hardened seafarer.

Terrain: Ocean.

Kara-Kara

Armor Class:	9 (see below)
Hit Dice:	1+1 or 1+4 (see below) (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2d4 (10d6)
Save As:	Fighter: 1 or Fighter: 2 (see below)
Morale:	9 or 11 (see below)
Treasure Type:	R (G) (see below)
Intelligence:	7
Alignment:	Chaotic
XP Value:	15



Monster Type: Humanoid (Rare).

Kara-kara inhabit tropical islands, but may occasionally be encountered at sea in their large outrigger canoes or while raiding the coasts of civilized lands.

They are tribal humanoids distantly related to orcs. Kara-kara are slightly shorter than humans and have olive-green skin; tangled, curly, dark green hair; and muzzle-like mouths with curved, yellowing fangs. Most wear only loincloths, lurid body paint and primitive jewelry. They speak only their own language, which can be understood by creatures who know the orcish tongue.

In a tribe there are as many adult females as males and 1d2 young for every pair of adults. The young do not fight, but the females are armed with stone daggers and fight in self-defense. For every 10 warriors, there will be a leader with 9 hit points (12 when chanting—see below).

Kara-kara do not know how to work metals, and so nearly all of their weapons are made of stone, wood, and teeth. Warriors and leaders will each have a large





decorated wooden shield and one or two spears. In addition they will have a stone-headed mace, a wooden pick, or a wooden short sword edged with shark's teeth. Females usually have stone daggers. Stone daggers inflict 1d4 points of damage; all of the other weapons inflict 1d6 points.

Tribes of kara-kara are usually ruled by councils of *manwu-papas*, or witch doctors. Most *manwu-papas* are 4th-level clerics and have the following spells: *cause fear*, *bold person* and *cause light wounds*.

Some *manwu-papas* are 6th-level clerics and normally have the spells listed above plus *silence 15' radius* and *curse*.

Manwu-papas normally have metal weapons gained through trade or war with outsiders. They often wear armor made from thin plates of tough wood. This armor has the same Armor Class as leather armor.

The kara-kara are a singing people. In battle the males set up rhythmic chant which raises their morale to 11. It also increases the hit points of warriors and leaders by 3 and makes them the equivalent of 2 Hit Dice creatures for the purposes of determining the effects of spells such as *sleep*. The chant takes effect in the round after it is started. It requires at least five kara-kara to maintain it and can be negated by, for example, a *silence 15' radius* spell. *Dispel magic* or similar spells have no effect.

Because they have little understanding of metals, kara-kara value them only for their useful qualities. Precious metals (for example, gold and silver) are considered worthless since they are too soft to hold a shape, and the kara-kara do not hoard them. The treasure types given above for the kara-kara should only be used to calculate the value of their treasure, which will consist almost entirely of jewelry. Kara-kara jewelry is made from jade, pig tusks, pearls, mother-of-pearl, bones, teeth, and other gems (occasionally).

The kara-kara are followers of a pig cult, and regard pigs and boars as semi-sacred animals. A kara-kara island will always be inhabited by large numbers of foraging pigs (the equivalent of boars).

Terrain: Ocean, Open, Jungle (on or near tropical islands only).



Killer Tree

Armor Class:	5
Hit Dice:	6 (L)
Move:	0'
Attacks:	4 limbs/1 mouth
Damage:	0 each/3d6
No. Appearing:	0 (2d6)
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	275



Monster Type: Lowlife (Rare).

Killer trees look like large trees and can resemble any tree species, so that it is very hard to distinguish one from the normal trees around it. Killer trees are unable to move since their roots are set into the earth like those of a normal tree.

Killer trees are part animal and part vegetable, needing both sunlight and the concentrated nourishment found in meat to survive. Because of their need for meat, killer trees are often found by the sides of animal trails or along forest paths.

Some of the branches of a killer tree are actually





tentacles with which the tree can reach out up to 20 feet to grab victims and then drag them to its mouth (which is disguised as a large tree-bole). Each branch has 1 Hit Die, and a successful attack on it which inflicts 5 or more points of damage will sever it. One attack can only sever one limb, regardless of the number of points of damage done in an attack. If victims do not cut their way free, they will be dragged to the mouth on the round after a limb hits and will take an automatic 3d6 points of damage per round thereafter from the mouth's bite. The strong crushing action of the mouth and the powerful sap of the digestive chamber leave nothing left of victims, and thus killer tress do not have even incidental treasure.

Terrain: Swamp, Woods.

Kna

Armor Class:	5
Hit Dice:	7 (L)
Move (swimming):	150' (50')
Attacks:	1 weapon
Damage:	By weapon+5
No. Appearing:	0 (2d10)
Save As:	Fighter: 7
Morale:	10
Treasure Type:	(V) A
Intelligence:	11
Alignment:	Neutral or Chaotic
XP Value:	450



Monster Type: Humanoid (Common).

Kna are tall (10 to 12 feet), strong, aquatic humanoids. They have orange, scaly skin, bulgy eyes, and large fins along their backs and heads. They generally arm themselves with short thrusting spears and with crossbows specially made for underwater use.



Kna capture and train mashers (see page 78) for use as beasts of burden. They remove the stingers from the huge, slow creatures and harness them to tow trains of as many as 10 large (up to 30-foot-long), semi-buoyant barge-like platforms which float 20 to 30 feet above the sea bed. These platforms are made from the light internal shells of giant squid and are gaily decorated with shells and colored stones.

Each family group within a tribe has its own masher and makes its home in shelters built on one or more of the platforms the masher pulls. The other platforms are used for freight, since the kna make their living as merchants and/or haulers, dealing both with undersea and terrestrial races. The kna are experts at packing goods so as to protect them from the effects of seawater.

Unfortunately not all kna are peaceful traders. Some tribes whose livings have been badly affected by the competition of surface ships have abandoned trading and have taken to piracy. Kna cannot breathe air, so their favorite tactic is to wreck ships, overcome the crew when they are in the water, and then collect the cargo when the vessel sinks. To sink a boat the kna harness a team of mashers to the vessel with chains. The mashers then tow the ship onto a reef or rocks where it is soon wrecked.

Terrain: Ocean.



Kopru

Armor Class:	3
Hit Dice:	8+4* (M)
Move:	30' (10')
Swimming:	150' (50')
Attacks:	1 bite/1 tail or charm
Damage:	1d4/3d6
No. Appearing:	1d3 (1d3)
Save As:	Fighter: 9
Morale:	9
Treasure Type:	I+N
Intelligence:	10
Alignment:	Chaotic
XP Value:	1,400



Monster Type: Monster (Rare).

The kopru are a race of heat-loving amphibians of great intelligence and power. Each has a smooth head, large eyes, and a tentacled, sphinctered mouth. Kopru have humanoid torsoes and two arms ending in webbed, clawed hands. From the waist down, their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.

While they do not truly hate all people, kopru view humans as nothing but brutes to be used, played with, and controlled. Their expansion was severely limited by their need for very hot, wet environments, such as hot springs and tropical swamps. Their civilization has been in decline for many years.

In combat, a kopru bites while coiling all three of its tails around a single victim in a powerful crushing attack. The kopru's most deadly weapon, however, is its special *charm* power. Instead of attacking normally, the kopru may use this power on any individual within 30 feet for

1 round. If the victim fails to make a saving throw vs. death ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no other kopru from the same group may attempt to charm that character again.

The special charm of the kopru is different from the *charm person* spell in that the person acts normally (including the use of spells and magic items), but is totally committed to the interests of the kopru. A kopru knows the thoughts and memories of any character it has charmed. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a *dispel magic* spell, a *wish* spell, or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

Terrain: Cavern, Ocean, Swamp (tropical).

Kraken



Armor Class:	0
Hit Dice:	64* (plus tentacles) (L)
Move (swimming):	240' (80')
Attacks:	1-10 tentacles/1 bite
Damage:	7d6 per tentacle/8d10
No. Appearing:	0 (1)
Save As:	Fighter: 36
Morale:	10
Treasure Type:	G+H
Intelligence:	5
Alignment:	Chaotic
XP Value:	26,000



Monster Type: Monster (Very Rare).

The kraken is one of the largest of all creatures. The body is over 150 feet long, and each of its 10 huge tentacles can reach up to 750 feet. It usually remains deep under the sea, reaching up from the depths to attack large prey, passing ships, and even low-flying creatures. It is greenish-blue, and when it floats on the surface (a rare occasion), it appears identical to a mass of kelp.

When a kraken attacks a ship, it wraps six of its tentacles around the craft and attacks crew members with the remaining four. Each tentacle inflicts 7–42 points of damage. The six tentacles hold on to the ship, automatically inflicting 7d6 points of constriction damage each round (half damage, in hull points, to the vessel). Once the boat has been crushed, the kraken attacks the survivors with all tentacles. The victims are drawn to the monster's cavernous mouth in 2d4 rounds. Any victim caught has a –4 penalty to all attack rolls, but may attack the tentacle holding him or her (60 hit points each, in addition to the body's 64 Hit Dice) to attempt to escape.

If the kraken loses five or more tentacles, it releases all its victims and flees, releasing a 1000 foot by 1000 foot cloud of ink for obscurement. This cloud blinds all creatures for as long as they remain within it.

Terrain: Ocean.

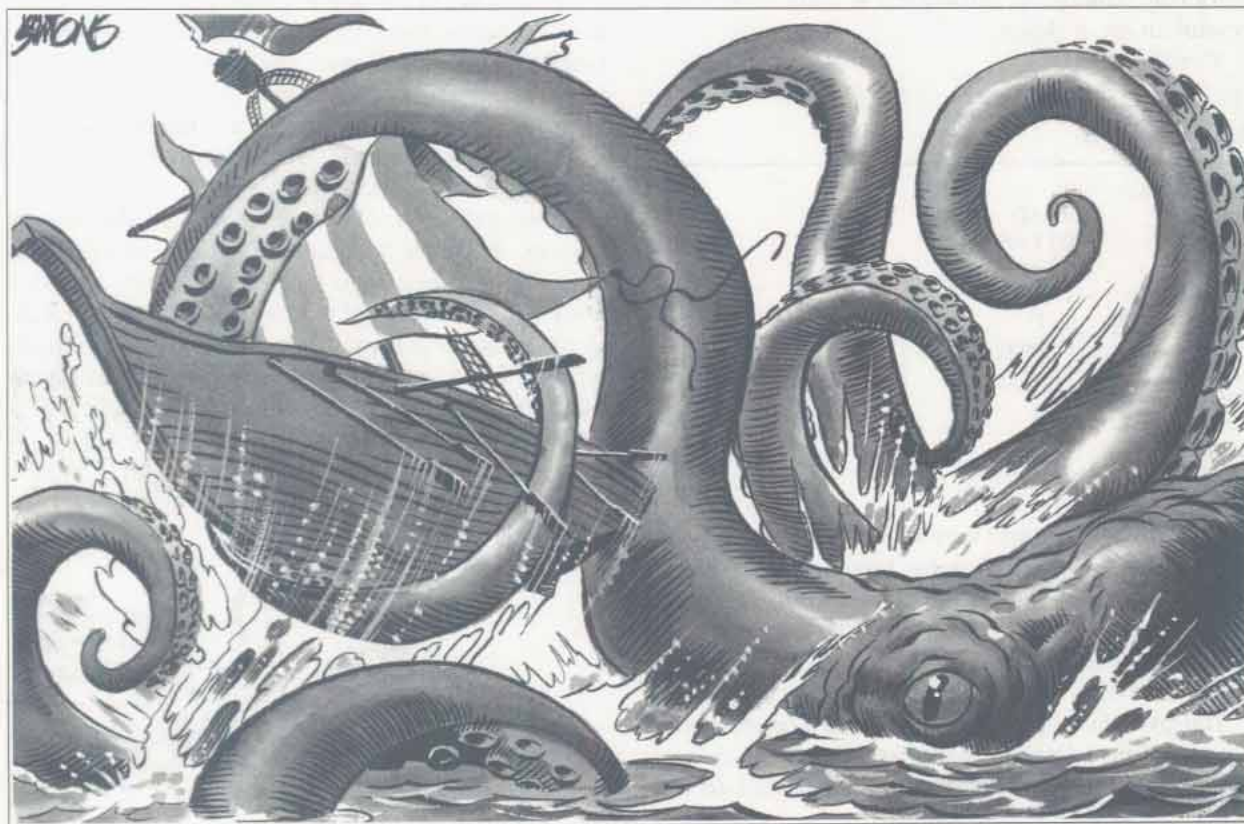
Lamara*

Armor Class:	4
Hit Dice:	8* (L)
Move:	120' (40')
Attacks:	1 tail/illusion
Damage:	3d8 special
No. Appearing:	1 (1)
Save As:	Magic-User: 8
Morale:	9
Treasure Type:	C
Intelligence:	14
Alignment:	Chaotic
XP Value:	1,200

Monster Type: Monster (Very Rare).

The lamara is a solitary, evil desert creature with the head and torso of a human and the lower body of a snake. It cannot speak, but understands all languages. It is immune to normal weapons and to *charm* and *hold* spells.

The lamara finds victims through trickery and deceit. It produces illusions at will, and usually appears as a normal human (either male or female). This illusion can *charm* those of the opposite sex. Each potential victim seeing the illusion must make a saving throw vs. spell (at –2) or be charmed. This effect is more powerful than





normal, and those succumbing to the effect will defend the lamara to the death, even against the attacks of other friends. When a lamara is alone with a victim, it creates an illusory enemy, and the victim is always slain in the ensuing battle (killed by the lamara). A lamara prefers to let its charmed victims fight for it, but can attack with its long serpent tail by constriction (holding on for automatic damage in subsequent rounds after a successful attack, if desired).

Terrain: Desert.

Lava Lizard

Armor Class:	3
Hit Dice:	4* (M)
Move:	90' (30')
Attacks:	1 bite+special
Damage:	1d6+1d6
No. Appearing:	1 (1)
Save As:	Fighter: 4
Morale:	12
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	125

Monster Type: Monster (Very Rare).

The lava lizard is a bizarre reptile that dwells in subterranean caverns among pools of bubbling lava. The creature has a rock-like outer shell that helps to maintain the high body temperature a lava lizard must have to survive.

The lava lizard fights by trying to bite a creature with its quick but, relatively weak, jaws. A bitten creature takes 1d6 points of damage from the lizard's bite and



must make a saving throw vs. dragon breath. If the saving throw is unsuccessful, the creature is gripped momentarily by the lava lizard's jaws and takes an additional 1d6 points of damage from heat. For magical types of fire resistance, such as rings and spells, treat the heat damage as red dragon breath in terms of saving throws and reduction of damage.

The lava lizard also has a special defense. Whenever the creature is struck by a nonmagical metal weapon (such as a sword or dagger), the owning character must make a saving throw vs. wands or the weapon melts from the intense heat of the creature's interior. Note that a melted weapon still inflicts damage on that round, but is unable to do so thereafter.

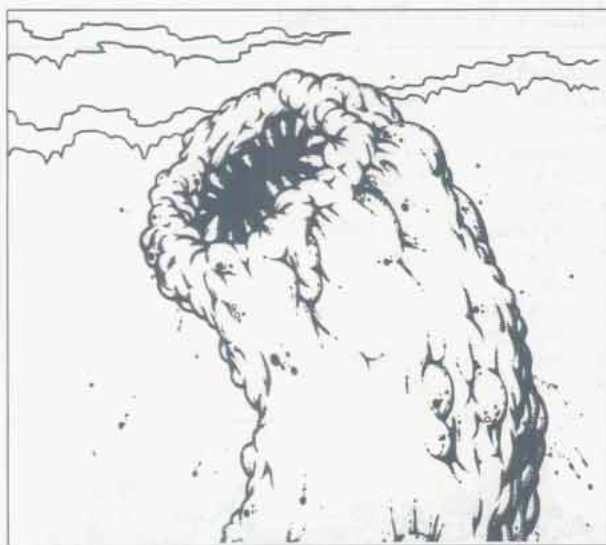
Although these creatures dwell in hot subterranean caverns, they have been known to travel several miles from the lava they need to survive. As they feel their body temperature cooling, they will attempt to return to the nourishing fires. There are a few unconfirmed reports of lava lizards being found in statue-like immobility, presumably having been caught too far from their source of heat.

Terrain: Cavern.



Leviathan

	Desert	Marine
Armor Class:	2	4
Hit Dice:	60** (L)	70*** (L)
Move:	240' (80')	300' (100')
Attacks:	1 bite	1 bite
Damage:	3d12 (see below)	4d10 (see below)
No. Appearing:	0 (1)	0 (1)
Save As:	Fighter: 36	Fighter: 36
Morale:	11	10
Treasure Type:	Nil (see below)	Nil (see below)
Intelligence:	0	0
Alignment:	Neutral	Neutral
XP Value:	35,750	57,500



Monster Type: Lowlife (Very Rare).

The dreaded desert and marine leviathans are huge worm-like creatures with massive, gaping maws. They are among the mightiest of creatures currently living on the Prime Plane. The largest known desert leviathans have been reported at 500 feet long and 40 feet wide, and the greatest marine specimens reach 650 feet long and 30 feet wide.

Despite their size, however, the vastness of the deserts and the fathomless depth of the oceans where the two varieties live mean that these monstrous creatures are rarely seen by civilized beings. Those travelers who encounter a leviathan seldom survive to tell the tale. Nevertheless, the often distorted tales of them which have reached the outside world have been enough to breed legends of awesome power and destruction vast enough to rival even the creatures themselves.

Both varieties of leviathan attack by swallowing everything in a large volume of sand or water (30 feet long by 30 feet wide by 30 feet tall or 50 feet long by

50 feet wide by 50 feet tall, respectively). Each victim within that area must make a saving throw vs. dragon breath with a -4 penalty to the roll or be swallowed.

Each victim swallowed takes 3-36 (3d12) points of damage from the bite, plus 4-48 (4d12) points of automatic digestive damage each round thereafter. Victims may, however, attack the soft inside of the creature (AC 5) while alive. A leviathan cannot digest magical items. If an object or creature has not been totally dissolved within 1 turn, the monster ejects it before returning to the depths.

Leviathans are immune to poison, take half damage from all weapons and spells, and are completely immune to spells which do not inflict points of damage (including *charm*, *disintegrate*, *hold* and so on).

Desert Leviathan: This creature dwells in the depths of the desert sand, and its tough hide is a dull, pale brown to match its environment. It is blind, but is attracted by vibrations caused by its prey's movement. When closing for the kill, it moves just below the surface, creating a ripple in the shifting sand like a huge ocean wave.

Marine Leviathan: The marine leviathan lives only in the deepest parts of the widest oceans and is a dark gray-green color. It is longer and sleeker than its desert-dwelling relative and has large eyes adapted for the gloom of the depths. As well as swallowing prey whole, the marine leviathan can swim around and around to create a whirlpool which can sink a ship with up to 80+1d100 hull points.

Terrain: Desert Leviathan: Desert; Marine Leviathan: Ocean.

Living Statue



	Jade*	Rock/Ooze	Silver*	Steel*
Armor Class:	4	4	4	1
Hit Dice:	3+1** (M)	5** (M)	1+1* (M)	5** (M)
Move:	60' (20')	60' (20')	120' (40')	30' (10')
Attacks:	2 hands	2 squirts of gray ooze	1 bite	2 fists
Damage:	1d6/1d6	See below	2d4	1d8/1d8
No. Appearing:	1d6 (1d6)	1d3 (1d3)	2d6 (2d6)	1d4 (1d4)
Save As:	Fighter: 10	Dwarf: 5	Fighter: 2	Fighter: 5
Morale:	12	11	12	12
Treasure Type:	Nil	Nil	Nil	Nil
Intelligence:	7	7	7	7
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	100	425	19	425



Monster Type: Construct (Very Rare).

Besides the more common types of living statue, numerous other types are known to exist, including silver, rock/ooze, jade, and steel. Like normal rock living statues, these are all immune to *sleep*, *charm*, and *hold* spells, but each has its own special attributes.

Jade: These normal-sized statues are highly magic resistant and make saving throws as a 10th-level fighter. They are immune to nonmagical weapons and even magical weapons confer no bonuses to attack or damage rolls when used against them. When destroyed, they crumble to worthless powder.

Rock/Ooze: These resemble normal rock living statues, but they have the ability to conceal themselves by merging into the surface of a rock wall, floor, or ceiling. They are resistant to magic, and so make all saving throws as 5th-level dwarves. In place of hot magma, rock/ooze statues are filled with gray ooze, and can squirt two blobs of ooze per round from their fingertips (AC 8; HD ½ (4 hp); Damage 2d4/round (automatic)+dissolve metal; Save Fighter: 1; ML 12; xp 25).

Silver: These are much smaller than normal living

statues (about one foot high) and have a thick skin of pure silver (value 50 gp when the statue is killed). They are not harmed by nonmetal, nonmagical weapons or nonmagical fire, and take only half damage from edged weapons.

Steel: These statues are immune to nonmagical iron or steel weapons. Any iron or steel weapon striking a steel statue automatically becomes stuck in it. On the following round the weapon is absorbed by the statue, which gains 1d4+1 hit points (up to a maximum of 40). Magical weapons are unaffected by the statue's absorption power and so do standard damage.

Terrain: Cavern, Ruins, Settled.

Lizard, Giant Foot-Pad

Armor Class:	6
Hit Dice:	2+1 (L)
Move:	120' (40')
Climbing	60' (20')
Attacks:	1 bite
Damage:	1d6
No. Appearing:	1d3 (1d4+1)
Save As:	Fighter: 2
Morale:	7
Treasure Type:	Nil (see below)
Intelligence:	2
Alignment:	Neutral
XP Value:	25



Monster Type: Monster (Rare).

These slender giant lizards have long, spindly legs with toes which are flattened out to form round, sticky pads. These pads, allied with the creatures' agility and low body weight, make foot-pad lizards excellent climbers. They can cope with any but the smoothest of surfaces, at any angle up to the vertical. Provided they are captured young and properly trained, foot-pad

lizards can be used as mounts or pack animals. However, they cannot climb slopes steeper than 60 degrees when mounted.

Terrain: Cavern, Mountain, Woods.

Load: 2,500 cn at normal speed; 4,000 cn at half speed.

Lizard, Rockhome

Armor Class:	5
Hit Dice:	3 (L)
Move:	120' (40')
Attacks:	1 bite
Damage:	1d6
No. Appearing:	2d4 (2d4)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	35

Monster Type: Monster (Common).

If the dog is man's best friend, then the rockhome lizard is the best friend of many a subterranean dwarf. This lizard, possibly an ancestor of the lizard man, stands on two legs, averaging about five feet high (about nine feet from head to tail) and is roughly as intelligent as the

domesticated dog. It has weak but long forelimbs which it uses to catch at prey. It possesses strong jaws, runs very fast, and varies in color from pure white to whitish hues of green and blue. The creature is completely nocturnal. It lives in caves and can only emerge at night, and seldom chooses to do so then.

In the wild, the rockhome lizard lives in large cave complexes and feeds on rats and the occasional choker. If subterranean food is rare, the lizards emerge at night to feed on small forest animals and, sometimes, wolves or lone travelers.

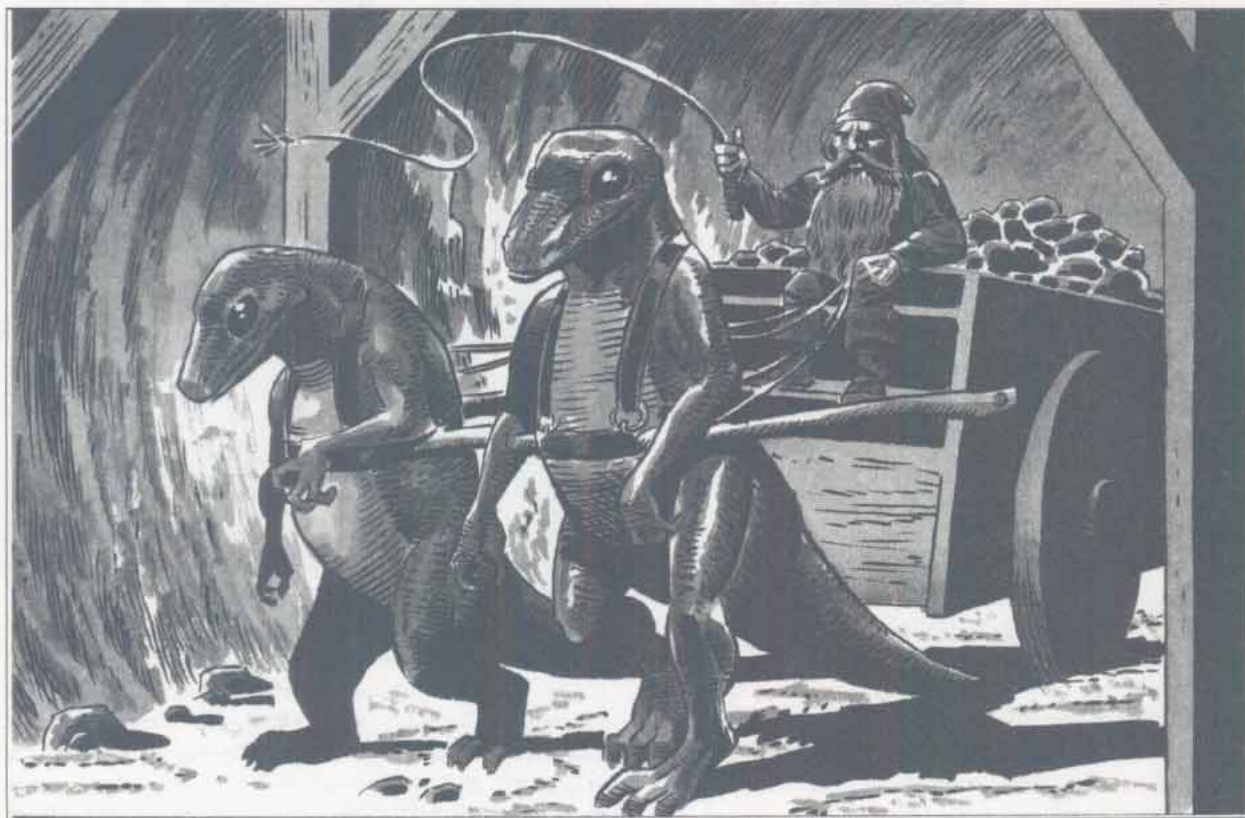
However, the lizard thrives in captivity and can be trained to perform simple tasks. They are commonly used to continually run in large wheels to provide power to machines, catch rats and chokers, carry dwarves, or haul wagons, chariots, or heavy blocks of stone (when yoked together in groups).

Unfortunately, rockhome lizards die when exposed to sunlight and don't get along too well with horses, or else they'd be the dwarves' draft animal of choice. Rockhome lizards suffer 1d6 points damage for each hour they are in sunlight due to sensitivity to ultraviolet radiation.

Terrain: Cavern.

Load: 4,500 cn at normal speed; 9,000 cn at half speed.

Barding Multiplier: x2.



Lupin

Armor Class: 6
Hit Dice: 2 (M)
Move: 120' (40')
Attacks: 1 weapon
Damage: 1d8
No. Appearing: 2d6 (5d8)
Save As: Fighter: 2
Morale: 8
Treasure Type: C
Intelligence: 10
Alignment: Lawful
XP Value: 20



Monster Type: Humanoid (Rare).

In many ways lupins resemble werewolves. They are bipedal, dog-like creatures with canine heads. But despite their appearance, lupins are Lawful and will not normally attack unless threatened or alarmed. They are often found in alliance with humans. They hate werewolves and will attack them on sight (recognizing a werewolf even in its human form). In battle, lupins sometimes ride trained dire wolves and attack with a mounted lance charge. When fighting werewolves, lupins employ silver weapons—lances with silver heads, silver swords, and silver-tipped arrows being their favored weapons.

Lupins have a tribal society whose members are formed into packs of 2d6 lupins, each with its own elder who has 3–4 Hit Dice. Each tribe is formed from an alliance of several packs. The tribes are held together by mutual trust, with each elder having an equal say in the running of the tribe.

Lupins are nomadic. Where they do make settlements, these consist of a number of lodges made of tree-bark fastened onto a wooden frame. These lodges are

often arranged around a central fire which serves as a meeting place for the tribe. Each lodge normally houses a single pack, but some large lodges are home to as many as four packs.

Terrain: Open, Woods.

Lycanthrope, Werejaguar*

Armor Class: 4
Hit Dice: 5+2* (M)
Move: 180' (60')
Attacks: 2 claws/1 bite
Damage: 1d4/1d4/1d8+1d6/1d6
No. Appearing: 1 (1)
Save As: Fighter: 6
Morale: 10
Treasure Type: V
Intelligence: Varies
Alignment: Chaotic
XP Value: 400



Monster Type: Monster, Enchanted (Very Rare).

The werejaguar prowls the tropical rain forest. In jaguar shape this creature cannot speak, but it retains its human intelligence. In combat, the werejaguar can automatically rake a victim with its two rear claws (for 1d6 points of damage apiece) if both front claws strike in the same round. Make separate damage rolls for both

raking attacks. A werejaguar can also summon 1d2 normal jaguars, which will arrive in 1d4 rounds. A silver or magical weapon must be used to hit a werejaguar.

In jaguar shape these beasts are excellent climbers. Because of their feline stealth and their natural camouflage in rain forests, they gain surprise on 1-3 on 1d6. They also have +1 on attack rolls when leaping down from above.

Among some tribes of the rain forests, werejaguars are feared and revered as minions of evil Immortals. Rumors are whispered of savage cleric werejaguars in villages of the deep rain forest who, in unspeakable rituals, sacrifice to the darkest Immortals by devouring living victims.

Terrain: Jungle.

Magen

	<i>Caldron</i>	<i>Demos</i>	<i>Galvan</i>	<i>Hypnos</i>
Armor Class:	5	7 or armor type	3	7
Hit Dice:	4* (M)	3+2 (M)	5* (M)	2* (M)
Move:	120' (40')	120' (40')	120' (40')	120' (40')
Attacks:	Special	1 weapon	1 weapon or lightning bolt	Special
Damage:	1d10 or 3d6	1d8 or by weapon	By weapon	<i>Charm</i>
No. Appearing:	1d4 (0)	2d6 (0)	1d3 (0)	1 (0)
Save As:	Fighter: 4	Fighter: 4	Fighter: 5	Magic-User: 2
Morale:	12	12	12	12
Treasure Type:	V	C	C	U
Intelligence:	9	9	9	9
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	125	50	300	25

Monster Type: Construct (Very Rare).

Magen (*Gens magica* or "magical people") are beings created by high-level magic-users by means of complex conjurations and strict and obscure alchemical formulae. They will follow the commands of their creator to the death. Although magen resemble perfectly formed humans, they are not actually living beings at all. They exist purely through magic and do not need air, water, food, or sleep. They do not even age. When killed, their bodies dissolve suddenly in an acrid burst of multi-colored flame and smoke.

The procedure for creating a magen varies according to the type required, and the special properties of some magen require extra work on the part of the magic-user. In general a large expenditure of time and money (for the costly and/or magical ingredients) is necessary to create even one or two of these magical people. Moreover, many high-level spells, scrolls, and *wish* spells must be used during the elaborate preparations.



Even so, there is always a good chance that the incantations involved will fail, sometimes with dramatic and dangerous consequences.

There are four basic types of magen given here, although the DM may wish to design more. There are no outwardly visible differences in the four types until they reveal their special powers.

Caldron: These magen have the ability to stretch their arms and legs up to 20 feet. They attempt to wrap their limbs around a victim and, if successful, secrete an acid which does 1d10 points of damage per round until the victim is freed. Victims may break free by succeeding at a Strength ability check with a -2 penalty. The caldron's death also releases a held victim.

Demos: These magen have no special powers and fight with weapons. If they wear armor, they will have the Armor Class of that armor; otherwise, their Armor Class is 7.

Galvan: These magen have the ability to store static electricity, which they discharge as lightning bolts doing 3d6 points of damage. The lightning bolt is 60 feet long and 5 feet wide. A successful saving throw vs. dragon breath reduces the damage by half. Galvan can discharge up to 3 lightning bolts per day and may also use weapons.

Hypnos: These magen are telepathic and have been given a permanent *charm person* ability by their creator. They can attempt to charm one victim per round. If the victim fails a saving throw vs. spell, she or he will obey the magen's telepathic commands. The victim will not obey suicidal commands. Once an individual has successfully saved, she or he is immune to the *charm person* power of that particular magen.

Terrain: Ruins, Settled.

Magpie

	Normal	Giant
Armor Class:	7	6
Hit Dice:	1/4 (1 hit point) (S)	1+1 (M)
Move:	360' (120')	330' (110')
Attacks:	Nil	1 bite
Damage:	Nil	1d4
No. Appearing:	0 (1d4)	0 (1d3)
Save As:	Normal Man	Fighter: 1
Morale:	2	5
Treasure Type:	See below	See below
Intelligence:	3	3
Alignment:	Neutral	Neutral
XP Value:	2	15



Monster Type: Normal Animal (Common), Giant Animal (Rare).

Magpies have a well-deserved reputation as thieves, and may attempt to steal any unsecured, shiny, or brightly colored objects which they see. A normal magpie can steal objects up to 2 cn in weight (for example, a coin, gem or ring), while the giant magpie can manage objects up to 15 cn (for example, a piece of jewelry, a dagger, a wand, or a potion bottle).

If people are nearby, a magpie will normally swoop down to take an object without landing, and has a 30% chance of picking it up cleanly and making off without dropping it. If the bird has the opportunity to land unseen, however, its overall chance of success is 60%.

Stolen objects are taken to the bird's nest. Finding the nest in order to retrieve a lost item may be an arduous task—perhaps even a perilous one if the search takes the victims through the territories of dangerous creatures. It may also be a rewarding task, however, since the nest might also contain 1d6 coins (30%), 1d2 small gems (3%), a piece of jewelry (3%—giant magpies

only), or even a magical item (1%—giant magpies only).

Normal magpies will not fight, even if their nests are threatened, and giant ones will fight only if severely provoked. Both kinds of bird prefer to live in cool or temperate lands, making their homes in woodlands, agricultural land, and even towns.

Terrain: Open, Settled, Woods.

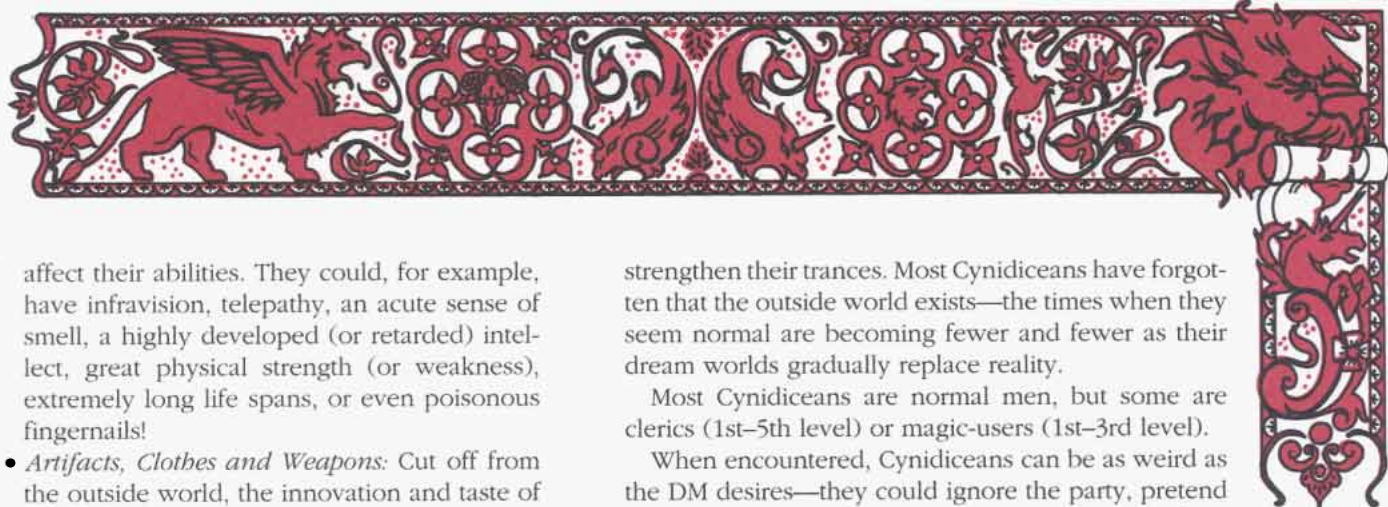
Man, Isolated



Over the ages many human civilizations have developed. Although some still thrive, many have fallen and vanished, and the remnants of others remain in isolated, hidden communities. These are collectively known as lost cities, although their inhabitants could well live underground or in a lost hidden valley.

Members of isolated human communities are mostly either normal men or 1st-level fighters, although there may be leaders or specialists of higher levels and/or other classes. These people will not necessarily be aggressive toward outsiders but, although human, they will almost always seem strange. This strangeness may take one or more of the following forms:

- **Physical Appearance:** Inbreeding within a limited community and living for a long period in a particular environment often give lost city dwellers physical peculiarities, such as unusual stature (very tall or very short), a strange color of skin, eyes or hair, or unusual numbers of fingers or toes.
- **Unusual Abilities:** Just as isolation can change the appearance of isolated humans, it can also



affect their abilities. They could, for example, have infravision, telepathy, an acute sense of smell, a highly developed (or retarded) intellect, great physical strength (or weakness), extremely long life spans, or even poisonous fingernails!

- **Artifacts, Clothes and Weapons:** Cut off from the outside world, the innovation and taste of isolated humans may have strayed far from "normal." As a result, the objects and weapons they use and the clothes they wear may be arcane, highly sophisticated, or simply bizarre.
- **Behavior:** To outsiders, the actions, responses and attitudes of isolated humans may seem irrational, outrageous, insane or just extreme. To the isolated humans, of course, these will seem perfectly right and proper. They will often follow odd religions or philosophies and may have a very distorted idea of history and/or the outside world. Some lost cultures may have a subject race (slaves) to serve them. These slaves may be very different in appearance from their masters.

Examples of isolated human groups follow. DMs can use these or be inspired by them to create fantastic humans of their own making.

Cynidiceans

Armor Class: 9
Hit Dice: 1 (M)
Move: 120' (40')
Attacks: 1 weapon
Damage: By weapon+Str. bonus
No. Appearing: 1d8 (1d8)
Save As: Fighter: 1
Morale: Special
Treasure Type: A
Intelligence: Varies
Alignment: Chaotic
XP Value: 10

Monster Type: Human (Very Rare).

The Cynidiceans live in an underground lost city in the desert. They have pale skin, bone-white hair, large eyes, and infravision. They wear colorful masks in the form of birds or animals, bright clothing, and carry short swords, but wear no armor. Some even paint their bodies with bright colors. The Cynidiceans have lived underground for so long that their attack rolls are at -1 when attacking in full sunlight (like goblins).

The Cynidiceans are a dying race; each new generation is smaller than the last. They spend most of their time living in exotic wine- or fungi-induced dream worlds, and their unusual dress and masks serve to

strengthen their trances. Most Cynidiceans have forgotten that the outside world exists—the times when they seem normal are becoming fewer and fewer as their dream worlds gradually replace reality.

Most Cynidiceans are normal men, but some are clerics (1st–5th level) or magic-users (1st–3rd level).

When encountered, Cynidiceans can be as weird as the DM desires—they could ignore the party, pretend that they are song birds, see the party as great gods or even terrible fiends, or they could shower wealth on the party. The possibilities are vast and should be as varied as possible, with no two groups of Cynidiceans acting the same.

Terrain: Cavern.

Qauriks

Armor Class: 6
Hit Dice: 2 (M)
Move: 90' (30')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 0 (5d6; 2d10x10 in their city)
Save As: Fighter: 2
Morale: 10
Treasure Type: F
Intelligence: 7
Alignment: Neutral
XP Value: 20

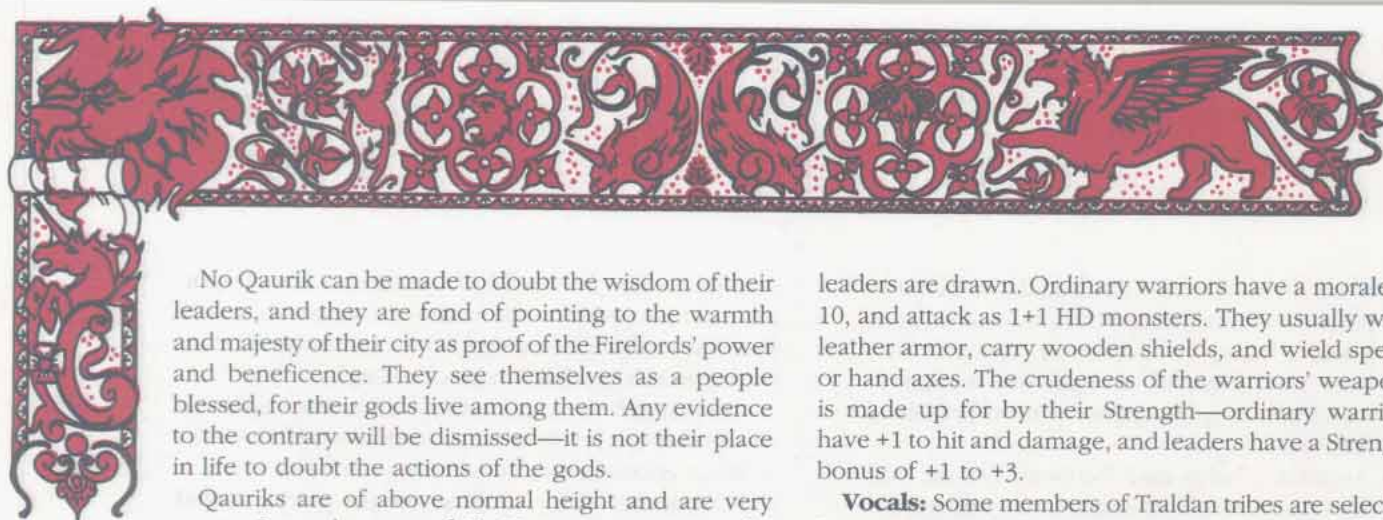
Monster Type: Human (Very Rare).

The Qauriks live in a domed crystal city within the polar regions. They are a hardy race who take great pride in their culture and achievements. The Qaurik city lies in the midst of an icy valley. The city was cut off many millennia ago by huge avalanches which blocked the mountain passes and have since frozen solid.

They are led by a group of eight magic-users (8th–15th level) known as the Firelords. The Firelords control all the aspects of the city and ensure that its inhabitants survive the harsh conditions of the region. The Firelords live in a majestic palace in the heart of the crystal city, from where they control the powerful fire elementals which provide heating for the city.

The folk of Qaurik are kept in awe of the Firelords by their use of *phantasmal force* spells to appear as mighty supernatural beings. The Qauriks willingly die for their leaders, believing that in so doing they become supernatural beings. The Firelords exploit their subjects' fanaticism by actively preying on them. It is considered a great honor to be called to the Firelords' palace, where it is believed the person dwells in ecstasy forever. What the Qauriks do not realize is that those entering the palace fall prey to the unspeakable rites and appetites of the Firelords.





No Qaurik can be made to doubt the wisdom of their leaders, and they are fond of pointing to the warmth and majesty of their city as proof of the Firelords' power and beneficence. They see themselves as a people blessed, for their gods live among them. Any evidence to the contrary will be dismissed—it is not their place in life to doubt the actions of the gods.

Qauriks are of above normal height and are very strong. Strength scores of 15–18 are quite common for them. They have death-white skins and pale blue eyes and hair. At the corners of their mouths are two protruding fangs. Their feet are hairy, and feature sharp, downward-curving claws which are used to grip the ice. They wear heavy furs and ride ice wolves outside the city. Inside, they favor red-and-orange garb. Qauriks wield two-handed swords, large battle axes, and lances. They do not use shields.

The Firelords have an unimposing appearance. They are short and thin, with straggly gray hair and small, sharp needle-like teeth. None of the Qauriks are aware of the Firelords' true appearance.

Terrain: Cold/Arctic.

Traldar

	Warrior	Vocal	Other
Armor Class:	6	9	9
Hit Dice:	1+1 (M)	1* (M)	1–1 (M)
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 weapon	1 shout or 1 weapon	1 weapon
Damage:	By weapon+1	By weapon or see below	By weapon
No. Appearing:	See below	See below	See below
Save As:	Fighter: 1	Fighter: 1	Normal Man
Morale:	10	9	7
Treasure Type:	R	R	R
Intelligence:	8	9	8
Alignment:	Neutral	Neutral	Neutral
XP Value:	15	15	5

Monster Type: Human (Very Rare).

The Traldar are found in the Lost Valley of Hutaaka, which is nestled in the mountains. They suffered a period of slavery at the hands of the jackal-headed Hutaakans, but are now free of those humanoids' domination and have reverted to a barbaric lifestyle. Most Traldar are short and muscular, and have no hair on their heads or bodies, except on the backs of their large, strong hands.

The Traldar are a cruel and embittered people, and in battle they are aggressive and bloodthirsty. They have a great fear of the dark, however, and always barricade themselves indoors at night.

Warriors: The strongest members of a Traldan tribe are trained as warriors, and it is from these that the tribal

leaders are drawn. Ordinary warriors have a morale of 10, and attack as 1+1 HD monsters. They usually wear leather armor, carry wooden shields, and wield spears or hand axes. The crudeness of the warriors' weapons is made up for by their Strength—ordinary warriors have +1 to hit and damage, and leaders have a Strength bonus of +1 to +3.

Vocals: Some members of Traldan tribes are selected for special training as vocals. A fully trained vocal has an abnormally large chest and neck, but is otherwise less muscular than other Traldar. The training gives vocals the ability to shout incredibly loud, projecting most of the sound forward within a 45-degree cone. The original task of vocals was communication. Their voices can be clearly heard up to 5 miles away in the direction of the shout, although the sound carries no further than a normal human shout in any other direction. This special ability can also be used to attack, however, and any character caught within the cone of a vocal's shout at close range may suffer the following mental and physical effects:

- *Range 20–30 Feet:* Make a saving throw vs. magic wands with a bonus of +2 to the roll, or suffer a –2 penalty on attack rolls and damage rolls, and Armor Class for 1 round.
- *Range 10–20 Feet:* As above, but there is no bonus to the saving throw.
- *Range 0–10 Feet:* Victims suffer 1d2 points of damage from the force of the sound and have a –2 penalty on attacks and Armor Class for 1d3 rounds. Both effects are automatic (no saving throw).

Terrain: Mountain.

Man, Primitive (Barbarian, Native, Wild Man)

Armor Class:	Varies
Hit Dice:	1 (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	0 (3d10)
Save As:	Varies
Morale:	7–10
Treasure Type:	A
Intelligence:	Varies
Alignment:	Any
XP Value:	Varies

Monster Type: Human (Common).

Primitive peoples are similar to lost city dwellers in that they are humans who live beyond the bounds of normal civilization. They differ, however, in that they



never developed civilization—or, if they did, it collapsed long ago.

Most primitive peoples are tribal and nomadic, making only small, temporary settlements, often in remote places. Their technology is usually poorly developed (stone age or bronze age), and they may rely on the outside world for more advanced technology, such as iron weapons. These are often be gained by trade or war.

Since primitive peoples live close to nature, their societies and cultures reflect the limitations imposed on them by their environment and way of life.

Barbarian: Barbarians are primitive, nomadic peoples who inhabit cold northern plains and tundra where they live by hunting. Most are 1st-level fighters, although their leaders can be of much higher level. Some barbarians are thieves or clerics, and druids are not unknown. They generally wear thick clothing of skins and furs (AC 7) and arm themselves with bows, spears, swords and so on. Some leader types have metal armor, obtained, like their metal weapons, by trading or warfare with civilized peoples.

So long as they are allowed to lead their lives and roam where they will, barbarians would rather hunt than wage war. They have a strong sense of honor, however, and fight fiercely if they are offended. They are fond of wrestling, and will form strong allegiances with those who prove their might and worth either in a wrestling match or otherwise.

For most of the year, barbarians live in scattered groups and tribes. At the time of the summer solstice, however, these groups gather for a short time into massive hordes for religious worship and games of skill for honor and status. These groups can be a consider-

able threat to any outsiders who happen to stumble on them.

Native: The term *native* may be applied to those who live in jungles or on islands in tropical areas. The warriors of the more warlike tribes are all 1st-level fighters, but the natives of more peaceful tribes are mostly normal humans who have a few higher level leaders.

Most natives wear scant clothes and no armor (AC 9), but some wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood (AC 5 or 6). Their most common weapons are spears, daggers, knives, axes, or javelins, although some may use nets, tridents, bolas, and/or blowguns. Natives may also carry shields.

Natives are usually encountered in groups of 10–30, although their villages may contain up to 300. Leaders can range from 4th level (war leader) to 9th level (great chieftain). A tribe may also have a shaman who is a magic-user or cleric of at least 5th level.

Some natives are farmers or animal herders, but most live by hunting, gathering, and/or fishing. Some live by preying on other tribes. Their dwellings are simple wooden huts or tents often protected (in the case of settled groups) by a wooden stockade.

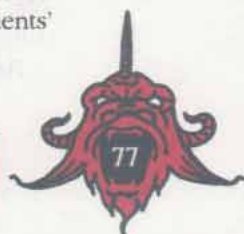
Wild Men: In uncivilized, temperate areas (forests, moorlands, etc.), tribes of primitive humans may exist, hiding from their more advanced neighbors. Groups of wild men are generally small (10–20 individuals). They are nomadic and live by hunting and gathering, leaving only scant traces of their temporary camps. Some wild men (including pagans—see below) use portable tents of animal skins. Their encounters with outsiders (who call them wild men, men of the woods, etc.), are brief—whether for trade (often in skins) or combat.

Most wild men are 1st-level fighters. Although some fighters rise to 2nd–4th level, few groups have a leader as such. They prefer to organize themselves on a day-to-day basis.

Wild men generally wear clothes of skins or coarse cloth and rarely, use armor or shields. Their weapons include bows, slings, spears, daggers, knives, and small axes. Some groups ride horses and are expert riders.

The name *pagan* is given to those wild men who worship certain Immortals of nature. Their clerics (1st–6th level) practice seasonal sacrifices which they believe help maintain the cycles of the year. Pagan ceremonies are held in isolated forest glades and grottoes and attended by large gatherings of pagans. They often include sacrifices of animals and captured bounty, ranging from produce to defeated opponents' weapons.

Terrain: Any (see above).



Masher

Armor Class: 7
 Hit Dice: 20* (L)
 Move: 90' (30')
 Attacks: 1 bite/1 sting
 Damage: 3d8/2d8+poison
 No. Appearing: 0 (1)
 Save As: Fighter: 4
 Morale: 9
 Treasure Type: Nil
 Intelligence: 0
 Alignment: Neutral
 XP Value: 4,175



Monster Type: Lowlife (Rare).

Mashers are segmented sea worms, averaging 100 feet in length and resembling millipedes in form. They are black and crawl about the ocean floor eating coral and any other scraps of food. These worms are blind, but can sense the presence of other creatures by detecting scents and vibrations in the water.

Although a masher has a ferocious bite, its poisonous tail sting is its most feared weapon. Any victim hit must make a saving throw vs. poison or die. Most of the time, mashers are solitary and nonaggressive unless frightened or surprised, and will only attack in self-defense. During the mashers' breeding season, however, things are very different. The creatures become aggressive, their color changes to a dull red and they congregate together (guided by scents carried on the ocean currents) to temporarily form huge, fearsome, writhing masses.

Mashers are tamed and used as beasts of burden by kna, who remove their stingers to make them less dangerous.

Terrain: Ocean.

Mesmer*

Armor Class: 3
 Hit Dice: 7*** (M)
 Move (swimming): 180' (60')
 Attacks: 1 bite+special
 Damage: 1d10+special
 No. Appearing: 0 (1)
 Save As: Fighter: 7, plus immune to spells
 Morale: 12
 Treasure Type: G
 Intelligence: 17
 Alignment: Chaotic
 XP Value: 1,650



Monster Type: Undead (Very Rare).

This undead wraith-like creature lives on the ocean floor in a series of spiraling tunnels, which are constructed as a magically hypnotic pattern. This pattern affects all creatures viewing it (from above) within 240 feet. Creatures viewing the pattern will be irresistibly drawn into the monster's lair (no saving throw). The lair can only be approached safely by way of the ocean floor.

The insatiably hungry mesmer waits at the center of the pattern, dining on its victims. It can cast 2 powerful *charm monster* spells per round (60-foot range). A victim may make a saving throw vs. spell to avoid the effect, but with a -6 penalty to the roll. Characters attacked by the mesmer are no longer affected by the hypnotic pattern of the creature's lair.

Any spell cast at a mesmer is completely reflected back on the caster *and* expanded, affecting the caster and all other creatures within 10 feet. A mesmer can be turned by a cleric as a "special" creature. It can only be harmed by magical weapons.

Terrain: Ocean.

Nagpa

Armor Class: 3
 Hit Dice: 9** (M)
 Move: 120' (40')
 Attacks: 1 bite or spells
 Damage: 1d8 or special
 No. Appearing: 1 (1)
 Save As: Magic-User: 9
 Morale: 9
 Treasure Type: 1
 Intelligence: 12
 Alignment: Chaotic
 XP Value: 2,300



Monster Type: Monster (Rare).

Nagpa look like dried, withered humans with the heads of vultures. They are intelligent and are highly magical in nature. They may use the following powers up to three times each day: *create flames* (cause an inflammable object within 60 feet to burst into flames for 1d3 rounds, inflicting 2d6 points of damage per round, halved by a successful saving throw vs. spell), *paralysis* (all Lawful characters within 10 feet must make a saving throw vs. spell or be paralyzed for 1d4 rounds), *corruption* (causes a nonliving object within 60 feet to decay or rot into an unusable condition—magical items are allowed a saving throw vs. spell at the level of the character using the item), *darkness*, and *phantasmal force*. In combat, a nagpa will try to avoid melee if possible and use its spells.

Nagpa are rarely encountered. They do not travel about and prefer to stay in deserted ruins or wastes. They speak their own tongue, their alignment language, and the common language.

Terrain: Desert, Mountain, Open, Ruins.

Nightmare

Armor Class: -4
 Hit Dice: 7*** (L)
 Move: 150' (50')
 Flying 360' (120')
 Attacks: 3
 Damage: 1d12/2d6/2d6
 No. Appearing: 1 (1)
 Save As: Fighter: 7
 Morale: 12
 Treasure Type: Nil
 Intelligence: 13
 Alignment: Chaotic
 XP Value: 1,650



Monster Type: Planar Monster (Very Rare).

A nightmare, or hell horse, is a gaunt, skeletal creature with glowing red eyes, terrible fangs and a hideous appearance. Nightmares are creatures from the Sphere of Death. The most powerful sort (maximum hit points) are often used as steeds by that sphere's servitors, as well as by undead creatures such as spectres, vampires and liches. Their very presence will instantly kill small animals (1 hp or less—for example, mice and insects) up to 30 feet away and cause paralysis in creatures of 3 Hit Dice or less in the same area. Paralyzed creatures may make a saving throw vs. paralysis each round. Once a successful roll is made, they are no longer affected. Even the places where a nightmare has touched the ground become blighted and barren.

Nightmares attack with their fangs and burning hooves. They also breathe out a cloud of smoking, noxious vapors during combat. Those caught in the cloud, which measures 20 feet long by 20 feet wide, must make a successful saving throw vs. dragon breath

or suffer a -2 penalty to attack rolls, damage rolls, Armor Class, and saving throws.

Nightmares can *fly* and become *invisible* (along with their riders, otherwise as the spell) at will, up to three times per day.

Terrain: Any.

Load: 4,500 cn at normal speed, or 9,000 at half speed.

Barding Multiplier: $\times 1$.

Octopus, Giant

Armor Class: 7
Hit Dice: 8 (L)
Move (swimming): 90' (30')
Attacks: 8 tentacles/1 bite
Damage: 1d3 ($\times 8$)/1d6
No. Appearing: 0 (1d2)
Save As: Fighter: 4
Morale: 7
Treasure Type: Nil
Intelligence: 2
Alignment: Neutral
XP Value: 650



Monster Type: Giant Animal (Rare).

In combat, a giant octopus will squeeze a creature with its tentacles and stab or bite the creature with its fearsome beak. Once its tentacles hit, they will constrict and automatically do 1d3 points of damage each round. Each tentacle that hits also reduces its victim's chance to hit by 1. A character severs a tentacle when any single hit with an edged weapon does 6 or more points of damage. If combat is going against the giant octopus, it will flee, jetting away at triple speed and trailing a large, black cloud of ink (40-foot radius).

Terrain: Ocean.

Owl, Giant

Armor Class: 6
Hit Dice: 4 (M)
Move (flying): 300' (100')
Attacks: 2 claws/1 bite
Damage: 1d8/1d8/1d6
No. Appearing: 0 (1d3)
Save As: Fighter: 2
Morale: 8
Treasure Type: V (no coins)
Intelligence: 4
Alignment: Neutral
XP Value: 75



Monster Type: Giant Animal (Rare).

Giant owls can be found in any temperate or cold (not arctic) region, but are rarely encountered. Like normal owls, they are primarily nocturnal hunters with excellent night vision and the ability to fly almost silently (surprise on 1-5 on 1d6).

A giant owl's main weapons of attack are its fearsome claws, with which it can carry off prey weighing up to 1500 cn. Although owls have a reputation for wisdom and intelligence, they are neither more nor less friendly toward people than most animals.

Terrain: Mountain, Open, Woods.



Oyster, Giant

Armor Class: 5 (-2)
Hit Dice: 10 (M)
Move: 0
Attacks: 1
Damage: 4d6
No. Appearing: 0 (1d4)
Save As: Fighter: 5
Morale: None
Treasure Type: E
Intelligence: 0
Alignment: Neutral
XP Value: 1,090



Monster Type: Giant Animal (Rare).

Giant oysters look just like ordinary ones, except that they are six feet in diameter and stand four feet high. They may be found in nearly any type of watery environment, although they are most often found in cold, shallow water. When open, the Armor Class of a giant oyster is 5, and -2 when closed. When attacked from a distance, a giant oyster closes its shell and does not open for at least 1 turn.

Terrain: River/Lake, Ocean.



Pachydermion

Armor Class: 3
Hit Dice: 7 (L)
Move: 90' (30')
Attacks: 2 swords/1 mace
Damage: 1d10+3/1d10+3/1d12+6
No. Appearing: 1d3 (2d10)
Save As: Fighter: 7
Morale: 9
Treasure Type: A
Intelligence: 14+
Alignment: Neutral
XP Value: 450



Monster Type: Humanoid (Very Rare).

Pachydermions are very intelligent, elephant-like humanoids sometimes found in temperate regions, tropical jungles, and savannah. They stand at least nine feet tall and have elephant heads surmounting their gray, leathery bodies.

Pachydermions live in cities of carved stone. They have a great knowledge of history and other lore. This knowledge is never written down and is passed down verbally from generation to generation. It is a well-known fact that pachydermions never forget any knowledge or experience, and these creatures are occasionally sought out and consulted for information—but they invariably require payments of at least 2,000 gp.

Although not normally aggressive, pachydermions will defend themselves. They occasionally raid enemy villages and towns. In battle a pachydermion wears ornate armor, uses two swords (one in each hand), and wields a great mace in its prehensile trunk. Because of the creatures' strength and the size and weight of these weapons, the damage for each of these weapons is much greater than usual. For every 20 pachydermions,



one is a leader with 8 Hit Dice. There are a very few (1 in 100) spellcasters (both magic-users and clerics) who may attain a maximum of 12th level.

Terrain: Jungle, Open, Settled (by pachydermions).

Pegataur

Armor Class: 5 or better
 Hit Dice: 5*-14*** (L)
 Move: 180' (60')
 Flying 360' (120')
 Attacks: 2 hooves/1 weapon or 1 spell
 Damage: 1d6/1d6/by weapon or spell
 No. Appearing: 0 (2d10)
 Save As: Elf: 1-10 or Fighter: 5-14
 Morale: 8
 Treasure Type: E
 Intelligence: 10
 Alignment: Neutral
 XP Value by HD: 300-4,500



Monster Type: Monster (Very Rare).

Pegataurs are seldom-encountered, winged centaurs with elvish upper bodies. They have an affinity for pegasi and are able to converse with them. Any group of fewer than five pegataurs may be accompanied by at least twice that number of pegasi 40% of the time.

Although pegataurs are generally aloof—especially toward nonfliers—their Neutral alignment makes them approachable. If treated with respect and paid well, they can be hired by anyone as troops for garrisons or armies, or to perform special services. Individual pegataurs do not join adventuring parties.

Most pegataurs (in other words, those with 5 Hit Dice) should be treated as 1st-level elves for the purposes of spellcasting and so on. Thirty percent of the race, however, are of higher level, up to the elvish maximum

of 10th level (14 Hit Dice). When attacking in melee or making saving throws, a pegataur is treated as either a monster of its total hit dice or as an elf, whichever is better. Twenty percent of 10th-level pegataurs have earned enough experience to gain attack ranks and some or all of the special elf attacks and defenses.

All adult pegataurs have basic weapon mastery in longbow, lance, two-handed sword, and mace. There is a 20% chance that a randomly encountered 1st-level pegataur will have one additional level of weapon mastery. Higher level pegataurs have an additional 20% chance of gaining another level of mastery at each alternate level attained (for example, a 3rd-level pegataur rolls twice in all, and a 9th-level pegataur rolls 5 times.) If a pegataur is 10th level, treat each increase in attack rank as a level. All pegataurs work on mastery in only one weapon at a time, until the pegataur becomes a Grand Master. Additional levels apply to a different weapon.

An unarmored pegataur has an Armor Class of 5. The table shows the Armor Classes of armored pegataurs and the chances of randomly meeting pegataurs wearing these types of armor. Nonrandomly encountered pegataurs can have better armor.

Armor	Chance	AC
Joust	0%	-1
Field	0%	0
Plate	10%	1
Banded	10%	2
Chain	50%	3
Scale	15%	4
Leather	15%	5

A shield gives a -1 adjustment to Armor Class to the creature's humanoid foreparts. No randomly encountered pegataurs carry shields.

Terrain: Mountain, Open.

Load & Barding Multiplier: As per pegasus.

Phanaton

Armor Class: 7
 Hit Dice: 1-1 (S)
 Move: 90' (30')
 Glide 150' (50')
 Attacks: 1 weapon
 Damage: 1d6 or by weapon
 No. Appearing: 0 (3d6; village 3d10x10)
 Save As: Fighter: 1
 Morale: 7
 Treasure Type: Nil
 Intelligence: 8
 Alignment: Lawful
 XP Value: 5



Monster Type: Monster (Rare).

Phantons look like a cross between raccoons and monkeys. They are roughly the size of halflings and have four-foot-long tails that can grasp objects and even clumsily manipulate them. For example, when fighting in the trees, a phantom often wraps its tail around a branch for support.

In addition, phanaton have membranes of skin stretching from arm to leg, which can be spread to allow them to glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and superior agility.

Phanatons are omnivores. They prefer to eat fruit and vegetables, although they may eat meat. They find spiders particularly delicious. They live in treetop villages built on platforms of wood and woven vines connected by rope bridges. Each village houses a distinct clan of 30–300 phanatons.

For every 30 phanatons there is a clan warchief who has 3 Hit Dice and at least 15 hit points. The warchief also has a bodyguard of 2d6 phantom warriors who fight as 2 Hit Dice monsters, and have 1d6+4 Hit Dice, 30 hit points, and a +1 bonus to all damage rolls.

If 300 phanatons are encountered, they are led by a tribal king who has 8 Hit Dice, 50 hit points, and a +2 bonus to all damage rolls. The king has four phantom warriors who act as his loyal bodyguards. Each bodyguard phantom has 6 Hit Dice, 30 hit points, and a +1 bonus to all damage rolls.

Phanatons are the allies of treants and dryads, and are usually quite friendly with elves. They are the traditional and instinctive enemies of araneas, the spider-folk, and attack them on sight.

Terrain: Jungle.

Phantom, Lesser*

Armor Class:	9
Hit Dice:	6** (S)
Move:	120' (40')
Flying	240' (80')
Attacks:	1 blow+special
Damage:	1d4
No. Appearing:	1d3 (1d4)
Save As:	Fighter: 6
Morale:	6
Treasure Type:	C
Intelligence:	10
Alignment:	Chaotic
XP Value:	725



Monster Type: Enchanted (Very Rare).

Phantoms are magical beings. They appear to be solid, but their bodies are made of mist which they can form into any shape of human size or smaller. They use this ability to lure creatures to their doom by leading them into dangerous areas, then feeding off the fear their victims emit when they realize they have been tricked. They can appear as a fellow adventurer, a limping dog, or whatever the DM considers appropriate. Phantoms fly, and because they are made of mist, they can walk on water or quicksand as if it were solid ground. A favorite phantom tactic is to take an innocuous form and call for aid. Any character who tries to aid the phantom discovers that the seemingly solid ground it stands on is actually quicksand.

Magical attacks upon a phantom will do full damage, while other attacks will do only half damage. Phantoms can become *invisible* at will and can cast the following spells once per day: *confusion*, *hallucinatory terrain*, and *phantasmal force*. These creatures are cowardly, and if their deception is discovered, they will become invis-

ible and attempt to flee. If forced to fight, they will attack, causing 1d4 points of damage with each blow.

Terrain: Any.

Piranha Bird

	<i>Lesser</i>	<i>Greater</i>
Armor Class:	6	7
Hit Dice:	1/2 (1d4 hit points) (S)	2 (M)
Move:	30' (10')	30' (10')
Flying	180' (60')	120' (40')
Attacks:	1 flock	1 bite
Damage:	1d4	1d6
No. Appearing:	4d6 (4d6)	2d6 (2d6)
Save As:	Normal Man	Fighter: 1
Morale:	9	11
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	5	20



Monster Type: Monster (Lesser: Rare; Greater: Very Rare).

Both varieties of piranha bird are garishly colored creatures, always hungry for fresh meat. Individual birds may have green, blue, red, brown, black, or even purple feathers—the entire variety of colors is displayed in a single flock. Their beaks are sharp and pointed and have razor-like edges so that the bird can stick its beak into the flesh of a creature, bite, and fly away with a snack.

Piranha birds can fly with hummingbird-like maneuverability. They can make sudden changes in direction or even hover in the air. When one bird catches sight of a potential meal, it utters a high-pitched whistle, alerting the whole flock. These birds always attack warm-blooded creatures and do not need to check their morale until half of the flock has been eliminated.

Piranha birds do not like bright sunlight, but may be found in all climates except the very coldest or those barren of any shade. They prefer to live in regions of dense forest or underground caverns and have developed limited infravision—up to 30 feet.

Lesser Piranha Birds: These birds grow up to one foot long. A victim may be attacked by a flock of 1d4+2 individuals, which has the equivalent of a single attack causing 1d4 points of damage if successful.

Greater Piranha Birds: These birds are about two feet long. Their individual attacks are resolved separately. The whistles of greater piranha birds are lower and more melodic than those of lesser piranha birds.

Terrain: Caverns, Jungle, Woods.

Polymar

Armor Class:	9
Hit Dice:	10* (S to L)
Move:	60' (20')
Attacks:	3 blows
Damage:	1d6/1d6/1d6
No. Appearing:	1d2 (1d3)
Save As:	Fighter: 5
Morale:	10
Treasure Type:	B
Intelligence:	5
Alignment:	Chaotic
XP Value:	1,750



Monster Type: Monster (Rare).

The polymar is an intelligent creature that can change its shape. It can look like any creature with 10 or fewer Hit Dice, or any object no larger than 100 cubic feet (10 feet long by 10 feet wide by one foot deep, for example). The polymar gains no special abilities when it changes.

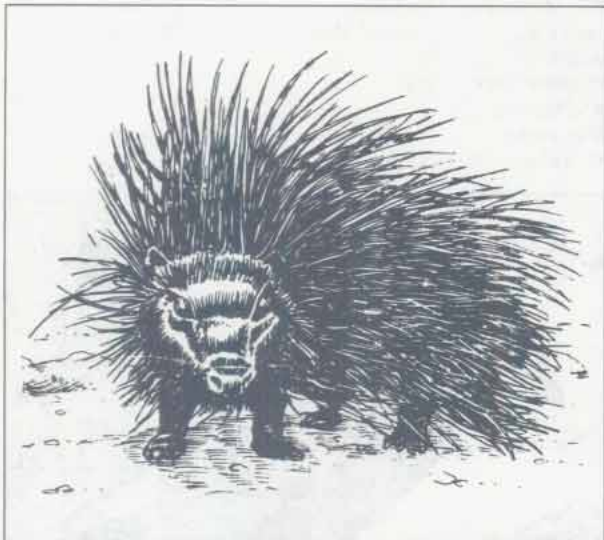


This change ability is physical, not magical. Thus, a *detect magic* spell will not detect the polymar. The change, however, is not perfect. Characters, including NPCs, have the same chance to detect the polymar as they do to find secret doors. Thus elves are more likely to notice polymars than other character classes. If the polymar is not detected before it attacks, it will attack with surprise.

Terrain: Any.

Porcupine, Giant

Armor Class: 4
Hit Dice: 5* (M)
Move: 90' (30')
Attacks: 1 bite+1d6 quills
Damage: 1d10+1d4 each
No. Appearing: 0 (1d4)
Save As: Fighter: 3
Morale: 8
Treasure Type: Nil
Intelligence: 2
Alignment: Neutral
XP Value: 300



Monster Type: Giant Animal (Rare).

These slow-moving and dull-witted woodland herbivores are not aggressive, but they are well able to defend themselves against those who attack or who seem threatening to them. Not only can a giant porcupine attack with a vicious bite, it can also fling volleys of 1d8 quills from its back at attackers (range 30 feet). The quills may be directed at one or two targets (normal chance to hit), and each inflicts 1d4 points of damage. A porcupine can fire up to six volleys.

Terrain: Open, Woods.

Rakasta

Armor Class: 6
Hit Dice: 2+1 (M)
Move: 90' (30')
Attacks: 2 claws/1 bite
Damage: 1d4 each
No. Appearing: 0 (3d10+1d8 saber-toothed tigers)
Save As: Fighter: 2
Morale: 9
Treasure Type: M (special)
Intelligence: 12
Alignment: Neutral
XP Value: 25



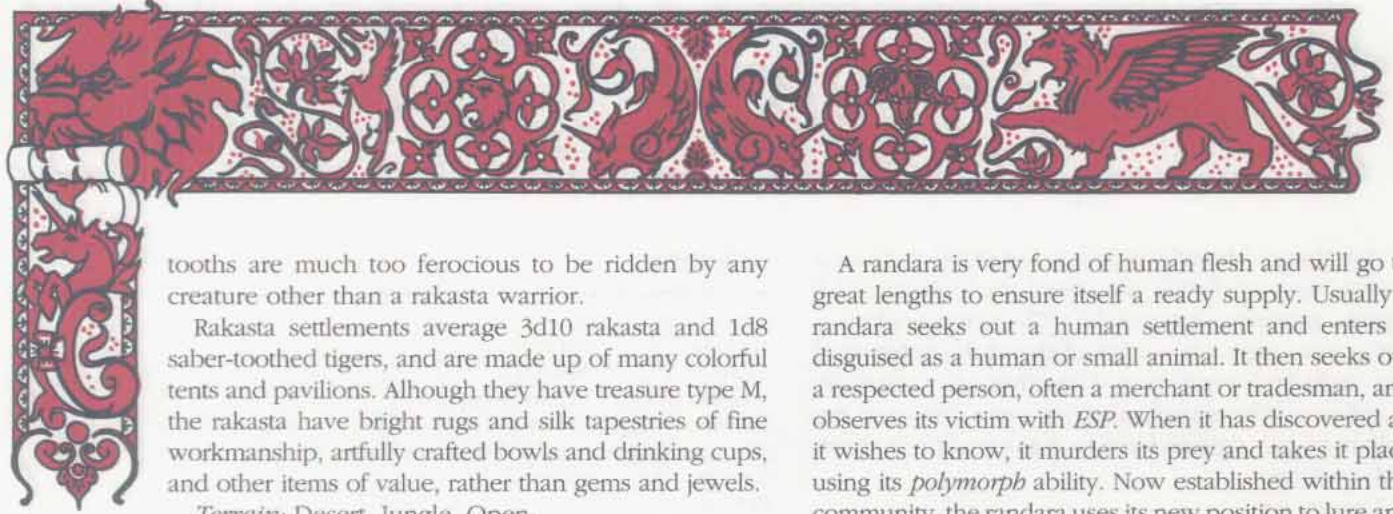
Monster Type: Humanoid (Rare).

The rakasta are a race of intelligent, nomadic, catlike humanoids. They walk upright, much like humans, but are covered with soft, tawny fur and have feline heads.

The rakasta are a proud and barbaric race. They are fierce fighters who employ special metal war claws fitted over their natural ones (without these rakasta inflict only 1d2 points of damage with each claw). The rakasta can use normal weapons, such as swords, but generally disdain them, preferring instead to use their war claws.

Certain rakasta ride saber-toothed tigers. These tiger riders are considered to be the bravest and strongest of the rakasta warriors, and only they can hold the respect of the saber-toothed tigers. The tiger riders hold places of great honor within the rakasta culture. The saber-toothed tigers are controlled with knee pressure and heavy riding crops, and are fitted with special saddles that do not hinder their fighting abilities. These saddles also allow the rakasta to leap up to 20 feet from their mounts and attack in the same round. The "tame" saber-





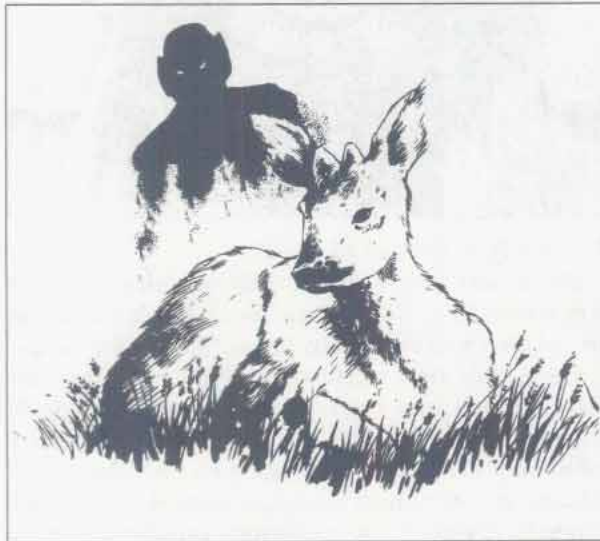
tooths are much too ferocious to be ridden by any creature other than a rakasta warrior.

Rakasta settlements average 3d10 rakasta and 1d8 saber-toothed tigers, and are made up of many colorful tents and pavilions. Although they have treasure type M, the rakasta have bright rugs and silk tapestries of fine workmanship, artfully crafted bowls and drinking cups, and other items of value, rather than gems and jewels.

Terrain: Desert, Jungle, Open.

Randara*

Armor Class: 0
Hit Dice: 14***** (M)
Move: 180' (60')
Attacks: 2 claws/1 bite
Damage: 2d6/2d6/3d6
No. Appearing: 1 (1d2)
Save As: Cleric: 11
Morale: 9
Treasure Type: F (x3)
Intelligence: 13
Alignment: Chaotic
XP Value: 6,500



Monster Type: Monster (Very Rare).

The dreaded randara is an evil being of legendary power. Its true appearance is unknown, for it is a natural shapechanger, with the nonmagical ability to *polymorph* itself into any creature. A randara casts spells as an 11th-level cleric, and once per day it can cast a *charm person* spell. It can use *ESP* at will. A randara is immune to 1st-3rd level spells, and takes only half damage from magical weapons (normal weapons do not affect it). It speaks all languages and often takes the form of a friendly human or small animal to deceive and surprise its victims.

A randara is very fond of human flesh and will go to great lengths to ensure itself a ready supply. Usually a randara seeks out a human settlement and enters it disguised as a human or small animal. It then seeks out a respected person, often a merchant or tradesman, and observes its victim with *ESP*. When it has discovered all it wishes to know, it murders its prey and takes its place using its *polymorph* ability. Now established within the community, the randara uses its new position to lure and slay more prey, always striving to divert suspicion from itself, and taking on new identities to avoid discovery if necessary. Should it come close to being detected, a randara will depart for a new settlement.

Terrain: Any.

Raven & Crow

	Normal	Large
Armor Class:	8	7
Hit Dice:	1/4 (1d2 hit points) (S)	2+2 (M)
Move:	330' (110')	300' (100')
Attacks:	1 bite per flock	1 bite
Damage:	1d6	1d6
No. Appearing:	0 (3d10)	0 (2d8)
Save As:	Normal Man	Fighter: 1
Morale:	5	7
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	50 per flock	15



Monster Type: Normal Animal (Common), Giant Animal (Rare).

These two closely related species of birds inhabit a wide range of environments from cool to tropical. So long as they have somewhere to nest (high trees, rock

ledges, ruined buildings, etc.), they can be found anywhere from mountains and hills to woodlands and plains.

The scavenging ways, harsh cries, and stark appearance of crows and ravens, combined with their habit of inhabiting wild and desolate places mean that they are often regarded as creatures of ill omen by superstitious folk. In some areas, the appearance of a flock of these birds will make the locals extremely uneasy.

These birds are not particularly aggressive, but will defend their nests and territories vigorously. When intruders come in sight of a flock's nesting place, the birds will merely attempt to frighten them off with loud warning cries. If they come close enough to be a real threat to the nests, however, the intruders will be attacked.

When attacking, small ravens and crows do so in small groups of 3–6 individuals, each of which can attack only one victim. Each victim can only be beset by a single flock, and suffers the equivalent of one attack each round. The giant birds are large enough to attack individually.

Terrain: Any except Cold/Arctic and Ocean.

Red Worm

Armor Class: 7
Hit Dice: 2+2* (M to L)
Move: 90' (30')
Attacks: 1 bite
Damage: 1d4+poison
No. Appearing: 2d6 (2d6)
Save As: Fighter: 3
Morale: 9
Treasure Type: L
Intelligence: 1
Alignment: Chaotic
XP Value: 35



Monster Type: Lowlife (Rare).

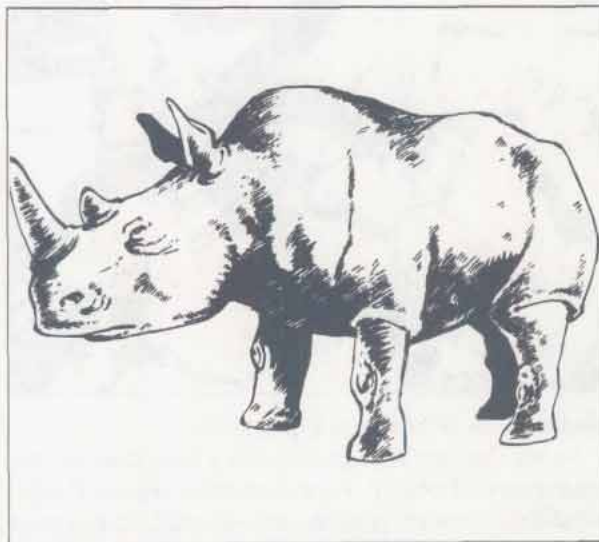
These grotesque, red, fleshy worms reach lengths of 10 feet and diameters of two feet. They are the immature spawn of the fyrasnaca (see page 43), and are normally encountered as a brood group. If a brood of red worms is encountered, a dormant fyrasnaca will be cooling in a body of water nearby. Red worms mature into fyrasnaca after 50 years, by which time the brood will normally have been reduced to a single individual.

Unlike fyrasnaca, red worms cannot breathe fire, but their bite is mildly venomous. Those failing a saving throw vs. poison receive double damage from any bite. They can burrow through rock and surprise their victims 50% of the time.

Terrain: Cavern.

Rhinoceros

	Normal	Woolly
Armor Class:	5	4
Hit Dice:	6 (L)	8 (L)
Move:	120' (40')	120' (40')
Attacks:	1 butt or trample	1 butt or trample
Damage:	2d4 or 2d8	2d6 or 2d12
No. Appearing:	0 (1d12)	0 (1d8)
Save As:	Fighter: 3	Fighter: 4
Morale:	6	6
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	275	650



Monster Type: Normal: Normal Animal (Common); Woolly: Prehistoric Animal (Common).

These large, thick-skinned creatures are found roaming the plains and savannahs of tropical lands. Although

they are unintelligent plant eaters, rhinoceroses can be very dangerous. If threatened, surprised, or charged, they will stampede in a random direction, goring all in their path for double damage on the first attack. Roll 1d8 for the direction: 1=north; 2=northeast; 3=east; 4=southeast; 5=south; 6=southwest; 7=west; 8=northwest.

Woolly Rhinos: These large rhinoceroses are covered with long, white hair. Woolly rhinos travel in small herds across the tundra and plains, usually in lost world areas.

Terrain: Normal: Open (tropical); Woolly: Lost World, Cold/Arctic, Open (prehistoric).

Rock Man

Armor Class:	2
Hit Dice:	3 (M)
Move:	60' (20')
Attacks:	1 fist
Damage:	1d8
No. Appearing:	0 (1d6)
Save As:	Dwarf: 3
Morale:	7
Treasure Type:	(see below) I
Intelligence:	9
Alignment:	Neutral
XP Value:	35



Monster Type: Humanoid (Very Rare).

A rock man is a strange creature whose skin has the appearance of granite. Rock men have arms and legs, but their bodies are roughly cone-shaped, so that they look like a stalagmites or rock spires when standing still. This serves as camouflage in the rock men's natural habitat of broken or mountainous terrain. When in their natural habitat, rock men surprise opponents on a roll of 1-4 on 1d6. If the opponent is keeping careful watch,

the rock men surprise on a roll of 1-3. Dwarves can more easily recognize a rock man, and they are only surprised on a roll of 1-2 on 1d6.

Rock men have neither clothes nor weapons. They do not build villages, but live in caves and mountain gullies. They exact a toll (typically 500 gp) for passage on any road near their mountain homes. They have a love for gems and jewelry of any value, and will accept a smaller toll if it is paid in this form.

Rock men always lose initiative on the first round of combat, and subtract 2 from all following initiative rolls. They are immune to all types of fire attacks. When killed, a rock man crumbles and becomes rocky debris in which a heart-shaped ruby can be found. The ruby's value varies from 10-100 gp.

Terrain: Cavern, Mountain.

Roper*

Armor Class:	0
Hit Dice:	12***
Move:	30' (10')
Attacks:	1 bite/6 strands
Damage:	5d6/weakness
No. Appearing:	1d3 (1d4+1)
Save As:	Fighter: 10
Morale:	10
Treasure Type:	L (x5)
Intelligence:	4
Alignment:	Chaotic
XP Value:	3,875



Monster Type: Monster (Very Rare).

A roper is a long (or tall) blob-like creature that has one eye with a mouth beneath it and six long tentacles along its body. Ropers usually live in rocky caverns where they

can take the shape of tall rocks or stalagmites, but they may occasionally be found in woods, imitating trees. Ropers eat anything that moves, but they prefer humans and humanoids.

Each of a roper's six tentacles can shoot out 60 feet to grab prey. The touch of a roper's tentacle causes weakness, reducing the victim's Strength by half for 3 turns (no saving throw). At tentacle which attacks successfully wraps tightly around the roper's prey, pulling the victim toward the roper's mouth, but only the roper's bite causes damage. Characters can cut a tentacle only if a single blow from an edged, magical weapon inflicts 5 or more points of damage. Such a blow makes that tentacle useless, but the damage does not count against the monster's hit points. Damaged tentacles grow back in 24 hours.

Ropers are immune to all first, second, and third level spells. They take no damage from cold or lightning, and are unaffected by normal and silver weapons. Characters may occasionally find treasure in ropers' stomachs.

Terrain: Cavern, Jungle, Swamp, Woods.

Saberclaw

Armor Class:	2
Hit Dice:	5** (M)
Move:	120' (40')
Flying	360' (120')
Attacks:	1 claw
Damage:	1d12
No. Appearing:	1d100 (1d100); no more than 20 per wing
Save As:	Varies, see below
Morale:	10
Treasure Type:	D
Intelligence:	2
Alignment:	Chaotic
XP Value:	425



Monster Type: Enchanted Monster (Very Rare).

Saberclaws are large, hairy, flying creatures magically created from befouled waters by a series of high-level magic-user and clerical spells. Their fur is a slick, greasy black, and their wings are hairless and leathery, like a bat's. Their eyes glow feverishly red. The right arm of a saberclaw ends in a large bone extension that resembles a sword.

Saberclaws are created in wings of 1d20 individuals. For attack rolls, each individual functions as a 5 Hit Dice monster. Each individual adds 25 points to the total hit points of the wing. None of the members of the wing can be slain until the entire wing is killed. Thus, a wing of 11 saberclaws has 275 hit points. The entire wing dies when damage equal to 275 points has been inflicted on its members.

Because of their origin, these creatures are hard to affect with magic. They are completely immune to 1st–3rd level spells from both clerics and magic-users. Their saving throws against higher-level spells are determined by the total number of hit dice in the wing. Thus, an individual from a wing of five saberclaws saves as a 25th-level fighter. Also, because of their origin, saberclaws are immune to all types of normal and magical poisons.

The creatures possess a limited telepathic ability, allowing them to slightly anticipate the actions of a foe. This accounts for their relatively low Armor Class and +4 bonus to all attack rolls. Saberclaws can see invisible, ethereal and hidden creatures and objects as though they had a *truesight* spell cast upon them.

Terrain: River/Lake, Ruins.

Scamille



Armor Class: 5
 Hit Dice: 10* (M to L)
 Move: 30' (10')
 Attacks: 6 pseudopods+special
 Damage: 3d6 each+special
 No. Appearing: 1d4 (0)
 Save As: Fighter: 7
 Morale: 8
 Treasure Type: Nil
 Intelligence: 1-9
 Alignment: Neutral
 XP Value: 1,750

Monster Type: Monster (Very Rare).

A scamille dwells in dark places and rarely appears aboveground, even at night. In its natural form, it appears similar to a giant amoeba. When it rests, it usually takes the form of some object (never that of a creature). Typical forms include a rock, door, wall, table, chair, or treasure chest. Scamilles like to learn secrets, and because of their camouflage ability, they are in an ideal position to eavesdrop on other underground dwellers. Some scamilles are friendly, some not; some are stupid, and some smart.

When found in a good mood, a scamille may offer information in exchange for food. If hostile, a scamille may attack with a sticky, blob-like arm (a pseudopod). If a hit is scored, the victim is stuck fast. Stuck victims can only attack with any weapon that was in hand, and have -4 to their attack roll. The victim must have giant Strength to pull free. The scamille then makes more (dry) pseudopods to attack the victim. It may produce up to 6 pseudopods at once, but only one will be sticky. Each hit, including the first, does 3-18 points of damage.

Terrain: Cavern.

Scorpion, Normal

Armor Class: 8
 Hit Dice: 1/4 (hit point) (S)
 Move: 6' (2')
 Attacks: 1 sting
 Damage: Poison (see below)
 No. Appearing: 1d6 (1d6)
 Save As: Normal Man
 Morale: 10
 Treasure Type: Nil
 Intelligence: 0
 Alignment: Neutral
 XP Value: 6

Monster Type: Lowlife (Common).

As well as lurking underground, normal scorpions inhabit hot, dry parts of the world, preferring those places where they can hide easily (for example, under stones, in rocky clefts, or amid undergrowth). They attack only



if disturbed or threatened, but a character could easily do this inadvertently while, for example, negotiating a confined passage, searching through debris or rubble, or even seeking for a secret door. Scorpions are sometimes put inside chests, boxes, jars, and so on, to act as a form of trap for those attempting to steal the contents.

If a scorpion gains surprise, it has a +2 bonus to hit for its first attack with its venomous sting. Different types of scorpion have poisons of differing potency. The least dangerous will inflict 2 points of damage, while the most deadly inflict 2d6. This damage is halved by a successful saving throw vs. poison.

Terrain: Cavern, Desert, Open, Mountain, Ruins, Settled.

Sea Horse



Armor Class: 7
 Hit Dice: 2, 3 or 4 (L)
 Move (swimming): 210' (70')
 Mounted: 180' (60')
 Attacks: 1 head butt
 Damage: 1d8
 No. Appearing: 0 (1d20)
 Save As: Fighter: 2
 Morale: 5 (8 as a mount)
 Treasure Type: Nil
 Intelligence: 2
 Alignment: Neutral
 XP Value: 20, 35 or 75

Monster Type: Monster (Common).

A sea horse is 15 feet long and has the head of a horse. These creatures are the favorite steeds of mermen and tritons. In their native state they have a morale of 5. Wild sea horses are shy creatures and will not attack unless provoked. They are capable of moving at double speed for up to 10 rounds before tiring.

Sea horses are known to come in a variety of colorations. Mermen tend to prefer the sea horses with colorations comparable to land horses, while tritons like ocean-colored varieties in greens, blues, and purples.

Terrain: Ocean.

Load: 1,750 cn at normal speed; 3,500 cn at half speed.

Barding: ×3.

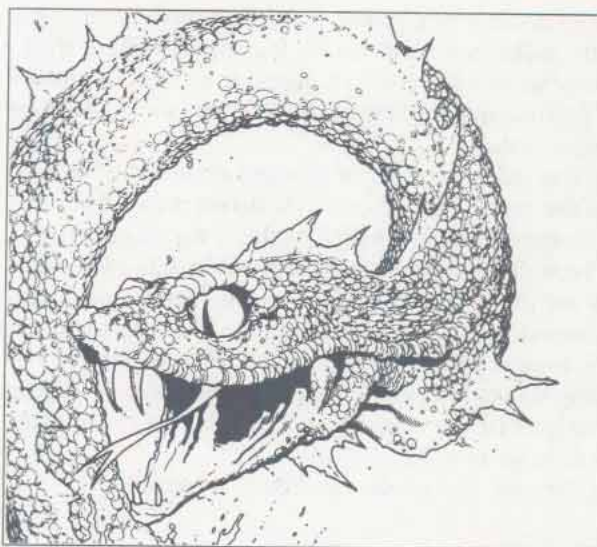
Sea Serpent

	Lesser	Greater
Armor Class:	5	3
Hit Dice:	6 (L)	12–15 (L)
Move (swimming):	150' (50')	240' (80')
Attacks:	1 bite or 1 squeeze	1 bite or 1 squeeze
Damage:	2d6 (or 1d10)	3d6 (or 2d10)
No. Appearing:	0 (2d6)	0 (1d4)
Save As:	Fighter: 3	Fighter: 6
Morale:	8	9
Treasure Type:	Nil	Nil
Intelligence:	1	1
Alignment:	Neutral	Neutral
XP Value:	275	1,250–1,650

Monster Type: Monster (Rare).

A sea serpent resembles a long (20–30 feet for lesser serpents, 60–80 feet for greater serpents) giant snake with many fins. A sea serpent may attack a sea craft (25% chance) its own size or smaller by looping around the boat and squeezing—causing 1d10 (lesser serpents) or 2d10 (greater serpents) points of hull damage per round. Its normal attack is a bite. It can lunge out of the water (up to 20 feet for lesser serpents, 40 feet for greater ones) when biting creatures on the surface.

Terrain: Ocean.



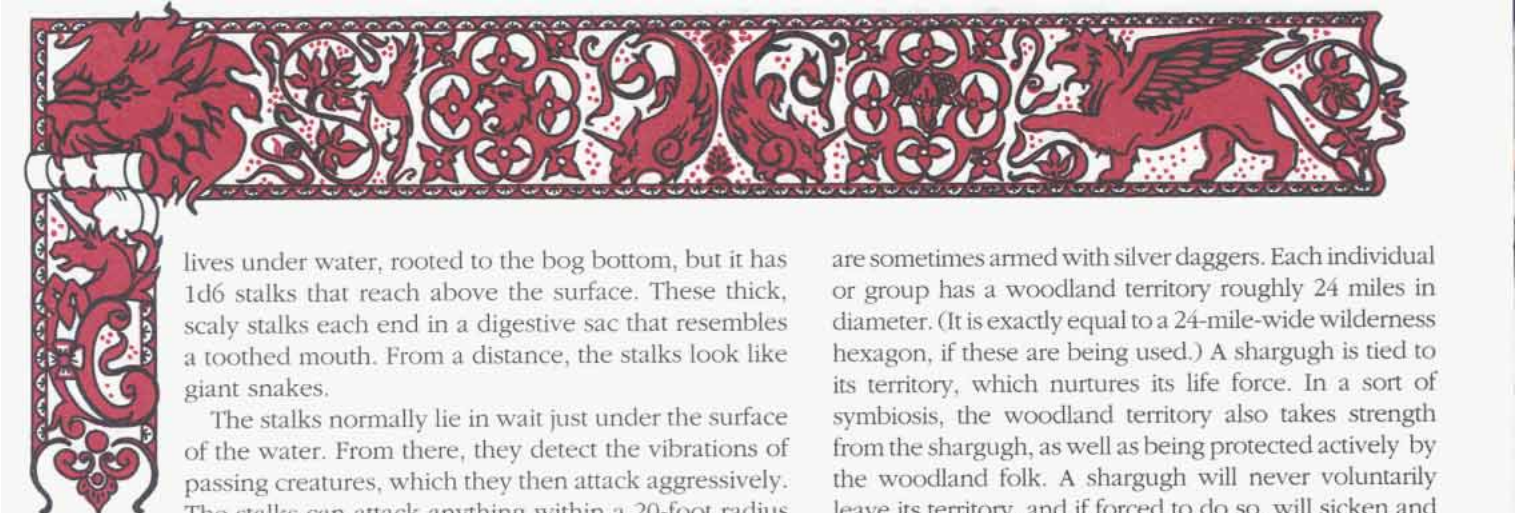
Serpentweed, Giant

Armor Class: 6
 Hit Dice: 9 per stalk (L)
 Move: 0'
 Attacks: 1 bite per stalk
 Damage: 2d6
 No. Appearing: 0 (1)
 Save As: Fighter: 9
 Morale: 12
 Treasure Type: D
 Intelligence: 0
 Alignment: Neutral
 XP Value: 900 per stalk



Monster Type: Lowlife (Rare).

The giant serpentweed is a flesh-eating plant found in bogs and areas of standing water. Much of the plant



lives under water, rooted to the bog bottom, but it has 1d6 stalks that reach above the surface. These thick, scaly stalks each end in a digestive sac that resembles a toothed mouth. From a distance, the stalks look like giant snakes.

The stalks normally lie in wait just under the surface of the water. From there, they detect the vibrations of passing creatures, which they then attack aggressively. The stalks can attack anything within a 20-foot radius of the plant. When a stalk loses all of its hit points, it is severed. When all the stalks are severed, the plant can no longer attack, but the plant itself is not dead. The only way to kill a serpentweed permanently is to burn the underwater roots. A severed stalk will grow back within six months.

Terrain: River/Lake (shallow), Swamp.

Shargugh

Armor Class:	7
Hit Dice:	3* (S)
Move:	150' (50')
Attacks:	1 bite or weapon
Damage:	1d4 or by weapon
No. Appearing:	0 (1d3)
Save As:	Elf: 6
Morale:	7
Treasure Type:	Nil
Intelligence:	10
Alignment:	Neutral
XP Value:	50



Monster Type: Humanoid (Very Rare).

Shargugh are three-foot-tall humanoids with wild, matted, brown hair and long, tangled, brown beards. Shargugh wear ragged, brown-and-green clothing and

are sometimes armed with silver daggers. Each individual or group has a woodland territory roughly 24 miles in diameter. (It is exactly equal to a 24-mile-wide wilderness hexagon, if these are being used.) A shargugh is tied to its territory, which nurtures its life force. In a sort of symbiosis, the woodland territory also takes strength from the shargugh, as well as being protected actively by the woodland folk. A shargugh will never voluntarily leave its territory, and if forced to do so, will sicken and die in one to two days unless returned before that time.

Any section of woodland whose shargugh is killed will become cursed and infertile for seven years. During that time, no new plants or trees will grow. Existing plants and trees will continue to grow, but will not bear any fruit or flowers. A druid who casts a *remove curse* spell can restore fertility to the land at any time.

A shargugh has the ability to transport itself instantaneously through trees for up to 600 yards. It does this by passing into one tree and emerging from another in its destination area. A shargugh can use this ability 5 times per day.

Shargugh are mischievous and are likely to steal valuable objects from any creature encountering them. They are able to pick pockets with an 85% chance of success and move silently 85% of the time. To dissuade shargugh from stealing, woodland folk often leave offerings of food and drink for the creatures. In return for this, shargugh have been known to carry out small but useful tasks. They are also able to hide in woods in the same way as halflings, with a 90% chance of success.

Terrain: Woods.

Shark, Vamora



Armor Class: 4
 Hit Dice: 6* (S)
 Move: 180' (60')
 Attacks: 1 bite
 Damage: 1d10
 No. Appearing: 0 (1d2)
 Save As: Fighter: 3
 Morale: 9
 Treasure Type: Nil
 Intelligence: 2
 Alignment: Chaotic
 XP Value: 500

Monster Type: Normal Animal (Common).

The vamora shark is small (three feet long) but tough and mottled gray in color. It holds on to its victim after a bite attack hits, lashing around in the water and shaking its prey like a terrier does. This automatically inflicts a further 1d8 points of damage per round and impedes the victim's attacks (-4 to hit). It may, however, let go and flee if it fails a morale check.

Like other sharks, the vamora are often curious and attracted to movement. Blood in the water within 300 feet attracts these sharks and drives them into a feeding frenzy (no morale checks).

Terrain: Ocean.

Shark-Kin

Armor Class: 5
 Hit Dice: 2 or 3 (M)
 Move (swimming): 240' (80')
 Walking: 120' (40')
 Attacks: 1 bite/2 claws or +1 weapon
 Damage: 1d6/1d3/1d3 or by weapon+1
 No. Appearing: 0 (2d4+10; or 1d10+10 on land)
 Save As: Fighter: 2 or 3
 Morale: 9
 Treasure Type: (T) I, K, L
 Intelligence: 10
 Alignment: Neutral
 XP Value: 20 or 35

Monster Type: Humanoid (Common).

The shark-kin are a race of aquatic humanoids with fish eyes, fin-crested heads, and scaly skin. They have webbed hands and feet which end in sharp claws. Shark-kin have only vestigial lower limbs (they once lived on land) and swim by means of their powerful, alligator-like tails. During certain times (see below) these legs grow, enabling the creatures to stand and walk upright.

As their name suggests, shark-kin have a close affinity with sharks of all kinds and can communicate with them empathically on a very basic level. Each group of shark-kin has its own pack of tame sharks,

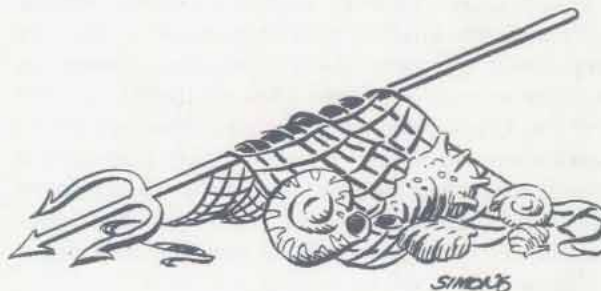


numbering one for every two or three adult shark-kin.

Shark-kin are nomadic hunters of the ocean depths, and use only simple tools and weapons, including tridents, spears, javelins and nets. Their sharks play an important part in their hunting lifestyle, the larger ones serving as mounts and the smaller serving them much like hunting dogs.

Shark-kin live in tribal groups led by an elder (HD 3). When a group's elder dies, the other members undergo a strange change. Over a period of a few weeks, their legs grow to human-like proportions, and their gills change to allow them to breathe both air and water. This change (which is a throwback to their ancient terrestrial origins) enables the shark-kin to come up onto land and head for a traditional site (usually a hilltop or mountain) where they conduct an age-old ceremony to initiate a new elder. Once this is done, they return to the sea and revert to normal. While on land, shark-kin are particularly nervous and aggressive, regarding every creature they meet as a threat and attacking without warning.

Terrain: Ocean.



Silver Warrior



Armor Class:	2 (-2)
Hit Dice:	7* (M)
Move:	120' (40')
Attacks:	1 sword +1
Damage:	1d8+1
No. Appearing:	0 (1d6)
Save As:	Fighter: 7
Morale:	12
Treasure Type:	Nil
Intelligence:	9
Alignment:	Neutral
XP Value:	850

Monster Type: Enchanted Humanoid (Very Rare).

Silver warriors exist only on the Shining Isle of the faedornae (see page 38), except when sent to aid a favored elf by a faedome. They are the guardians of the isles and will fight to the death to defend them. They are always dressed in silver plate mail armor and carry magical silver *swords* +1. They appear very similar to elves; they are the same size as elves and wearing skillfully crafted armor of elfin design.

In combat, silver warriors are able to become *invisible* and can remain invisible even when attacking. They are known to be silver only through the reports of those elves lucky enough to own items allowing them to see the invisible. Unless detected by magical means, they always gain initiative on the first round of combat. On successive rounds, initiative is determined normally. All attack rolls against an unseen silver warrior are at -4 penalty. A silver warrior slain in combat will dissolve into the substance of a Shining Isle, as will its weapon and armor.

Terrain: Aerial, Other Plane.

Sirenflower

Armor Class:	9
Hit Dice:	5 (L)
Move:	0'
Attacks:	Special
Damage:	Special
No. Appearing:	1d2 (1d6)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	V
Intelligence:	0
Alignment:	Neutral
XP Value:	175



Monster Type: Lowlife (Rare).

The sirenflower is a large, carnivorous fungus that has developed the disguise of looking like a normal plant. It captures prey by luring the prey toward its center, using scent and lights. The scents are similar to those near the plant, particularly fragrant flowers or rotting meats. The light is a pale glow, no brighter than a candle at best.

Once a creature reaches the center of the plant, a web of branching arms closes in, trapping the creature and slowly crushing it. These branches squeeze with great force, automatically causing 1d4 points of damage per round until all the branches have been chopped away (see below). In addition, the branches ooze an enzyme that dissolves flesh. This enzyme is very slow-acting and only does 1d10 points of damage each turn (not round). Creatures trapped by the sirenflower can still fight, but have a -4 penalty on all attack rolls.

When the sirenflower reaches 0 hit points, it is not dead, but all the entrapping branches have been chopped away. The only way to kill a sirenflower totally

is to dig up and burn its main root. Otherwise, the creature grows back to full function in a week or two.

Terrain: Open, Woods, Swamp, Jungle.

Sis'thik (Desert Scourge)

Armor Class:	5 or 4
Hit Dice:	3+3 (M)
Move:	90' (40')
Attacks:	2 claws/1 bite or 1 weapon
Damage:	1d6/1d6/1d3 or by weapon+2
No. Appearing:	2d6 (3d6x10)
Save As:	Fighter: 2
Morale:	10
Treasure Type:	A
Intelligence:	8
Alignment:	Neutral
XP Value:	50



Monster Type: Humanoid (Rare).

The sis'thiks (or desert scourges) are nomadic lizard-like humanoids who live in burning deserts. They have self-sealing nostrils and transparent, membraneous eye screens which allow them to function in the fiercest of sandstorms. Their skin is thick and leathery, giving them Armor Class 5 without a shield (AC 4 with a shield). This leathery skin helps sis'thiks to conserve

water in the scorching heat of the desert, allowing them to go long periods of time without drinking, because they do not lose fluids to perspiration in the heat. A sis'thik can travel long distances and even fight in the midday sun with a daily water intake of less than one-quarter of the amount a human would need.

The female sis'thiks control the tribe and do all the fighting. The males, who tend to be slow and stupid, watch the tribe's animals (see below) and, when they are not working, spend their time basking in the sun.

Sis'thiks are a proud warrior race who fear no one and nothing. They consider the desert to be their property, and all who cross it or live in it do so only by the sis'thiks' goodwill. Caravans are allowed to cross the desert safely only if they do not violate the sis'thiks' sacred customs. In practical terms, this means that caravan leaders must debase themselves before the sis'thiks while heaping presents upon the creatures. Metal goods, gems, and fine wines are most favored by the sis'thiks, and it is a wise caravaneer who lays in ample supplies of these items before crossing any sis'thik lands.

The sis'thiks have domesticated the fierce desert-dwelling xytars (see page 116), which they breed as mounts. Two sis'thik warriors are closely attached to each xytar and are responsible for its well-being and training. Both sis'thiks ride the creature. One sis'thik steers the xytar and attacks with a long spear, while the other attacks with either a short bow or a long spear. When ridden by sis'thiks, a xytar's morale increases to 10. The sis'thiks are unable to make the xytar use its breath weapon at will, so there is only a 33% chance (1-2 on 1d6) that it will breathe.

Occasionally sis'thik tribes work in conjunction with blue dragons to attack settlements near their deserts. Sis'thiks riding the dragons sweep over the walls of the settlement as xytar-mounted sis'thiks attack and storm the gates. Fortunately these alliances are very rare and last only long enough to satisfy both the dragons' greed for treasure, and the sis'thiks' love of battle.

Female sis'thiks are very strong and inflict an extra 2 points of damage with any weapon they use. When not mounted, they use scimitars (long, curved swords that do 1d8 points of damage on a successful attack) and bite their opponents. They are led by a queen with 8 Hit Dice who does +3 damage and who has 2d4 bodyguards with 4 Hit Dice with her at all times. Each tribe also has 1d4 shamans of 1st-8th level who care for the spiritual needs of the tribe.

Sis'thiks are unaffected by normal fires and take only minimum damage from magical fires.

Terrain: Desert.

Skunk

	Normal	Giant
Armor Class:	7	6
Hit Dice:	1-1* (S)	3* (M)
Move:	150' (50')	120' (40')
Attacks:	1 bite+squirt	1 bite+squirt
Damage:	1+special	1d4+special
No. Appearing:	1d2 (1d4)	1 (1d3)
Save As:	Normal Man	Fighter: 2
Morale:	6	7
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	6	50



Monster Type: Normal Animal (Common); Giant Animal (Rare).

Skunks are scavenging omnivores which live in woodlands. These creatures are poor at fighting, but have a particularly effective defense which deters all but the most determined of attackers. If threatened, the skunk ostentatiously turns its back on its adversary and, if the other does not back away, squirts a cloud of foul-smelling musk toward its victims. The musk spray of a normal skunk covers an area 5 feet wide, 5 feet high, and 15 feet long. Any creature caught within it must make a saving throw vs. poison or be helpless with nausea for 2d6+6 rounds. Even those who save are only able to move, attack, cast spells, and so on at half the normal rate for this period of time.

The giant skunk's spray is 15 feet wide, 15 feet high, and 50 feet long. Its immediate effects are similar, but last for 2d10+10 rounds.

In addition to the short-term effects described above, the smell from a coating of musk from either kind of

skunk reduces the victims' chance of surprising opponents by 2. It also makes characters so repellent to others that they have an effective Charisma of 3 until they and their clothes are thoroughly washed. Even after that, the characters' Charismas are halved for 1d4 days until the smell finally dissipates. Simply changing clothes does not help matters, as the smell will cling to characters' skin and hair.

Terrain: Woods.

Slime Worm

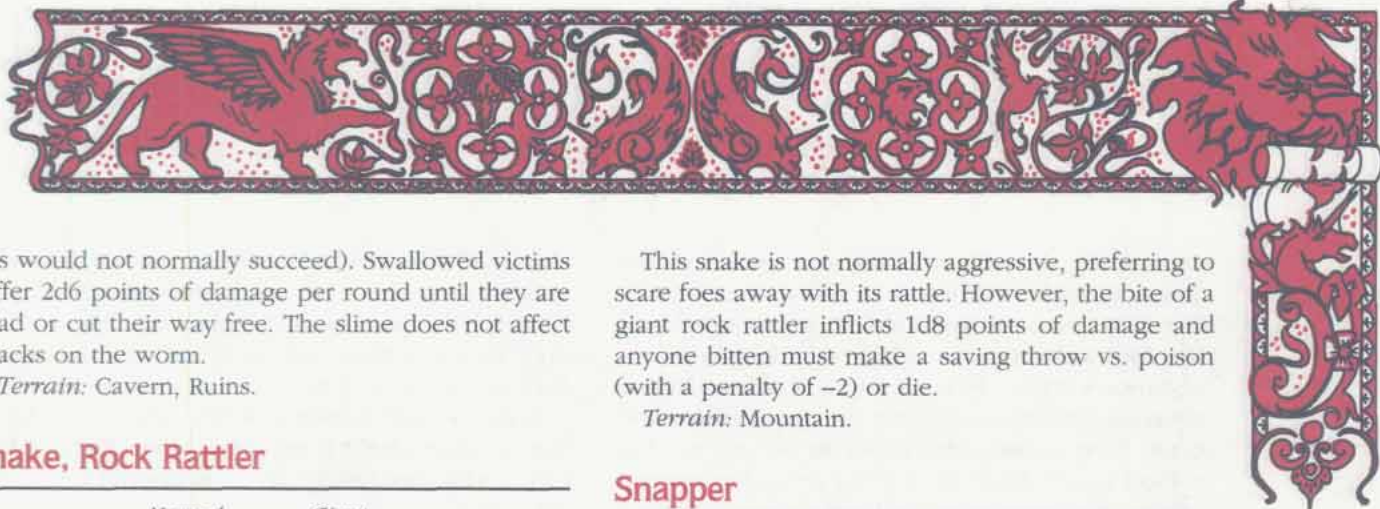


Armor Class:	5
Hit Dice:	10 (L)
Move:	60' (20')
Attacks:	1 bite
Damage:	2d6
No. Appearing:	1 (0)
Save As:	Fighter: 5
Morale:	9
Treasure Type:	D
Intelligence:	0
Alignment:	Neutral
XP Value:	1,000

Monster Type: Lowlife (Very Rare).

These giant worms secrete a sticky substance that coats their backs. They roll in treasure hoards so that their backs are covered with coins, jewels, weapons and armor, and there is a chance (1-5 on a d6) that a slime worm will be indistinguishable from a large pile of treasure.

Slime worms attack with surprise whenever possible. They swallow their prey whole on an unmodified successful attack roll of 18 or more (or on a 20 even if

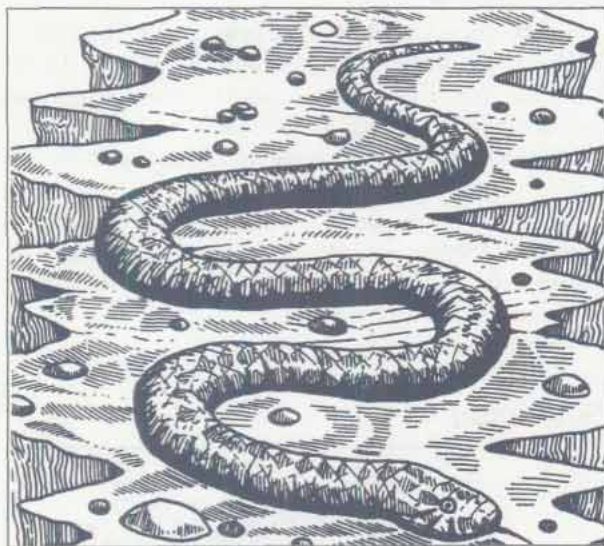


this would not normally succeed). Swallowed victims suffer 2d6 points of damage per round until they are dead or cut their way free. The slime does not affect attacks on the worm.

Terrain: Cavern, Ruins.

Snake, Rock Rattler

	Normal	Giant
Armor Class:	7	6
Hit Dice:	1* (S)	8** (M)
Move:	90' (30')	90' (30')
Attacks:	1 bite	1 bite+special
Damage:	1+poison	1d8+poison
No. Appearing:	1d6 (1d4+1)	1d3 (1d3)
Save As:	Fighter: 1	Fighter: 4
Morale:	7	9
Treasure Type:	Nil	U
Intelligence:	1	2
Alignment:	Neutral	Neutral
XP Value:	13	1,750



Monster Type: Normal Animal (Common), Giant Animal (Rare).

Normal Rock Rattler: This is a two-foot-long gray rattlesnake which is found only in mountains. Its bite causes only 1 point of damage, but its sharp fangs inject poison at the same time. Anyone bitten by the snake must make a saving throw vs. poison or take an additional 1d4+1 points of damage.

Giant Rock Rattler: This large, 30-foot-long snake, is gray with a red-and-black diamond pattern running along its back. Its tail is tipped with a large scaly rattle, the sound of which is so unnerving that all hearing it (within 50 feet) must make a saving throw vs. paralysis or flee in terror for 2d4 rounds.

This snake is not normally aggressive, preferring to scare foes away with its rattle. However, the bite of a giant rock rattler inflicts 1d8 points of damage and anyone bitten must make a saving throw vs. poison (with a penalty of -2) or die.

Terrain: Mountain.

Snapper

Armor Class:	5
Hit Dice:	3 (M)
Move:	30' (10')
Swimming	180' (60')
Attacks:	2 claws/1 beak or 1 weapon
Damage:	1d6/1d6/2d4 or by weapon
No. Appearing:	0 (1d20)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	T
Intelligence:	8
Alignment:	Chaotic
XP Value:	35



Monster Type: Humanoid (Rare).

Snappers are humanoid, reptilian salt-water dwellers whose backs are protected by shells like those of turtles. Adult snappers stand six feet tall and weigh in at a solid 1000 pounds. Using their webbed hands and feet, snappers are able swimmers and, although they breathe air, they can hold their breath under water for up to 10 turns.

Snappers wear no armor or clothes and use only straps and belts to hold their weapons and other personal possessions. Unlike turtles, they cannot retreat into their shells.

Snappers are bad-tempered and will attack other



ocean creatures at the least provocation, using their claws and beak. If drawn into combat on land, however, they attempt to avoid melee, preferring to attack their foes with arrows fired from their long bows.

Snappers do not form closely knit tribes, have no recognized leaders, and do not build permanent settlements. Instead, they roam across the oceans, traveling in small groups from one hunting ground to another.

When the time comes for them to mate, snappers may travel hundreds of miles to congregate at special egg-laying grounds. These grounds often take the form of rock-walled, roofless labyrinths just above the high-tide line. The routes to and location of these egg-laying grounds are passed down through ritual. The snappers defend these places fiercely, attacking all who venture near them.

Terrain: Ocean.

Sollux (Sun Brother)

Armor Class:	0
Hit Dice:	10*-14* (L)
Move:	120' (40')
Attacks:	1 weapon
Damage:	1d8+3
No. Appearing:	1 (1)
Save As:	Fighter: 10-14
Morale:	9 (12)
Treasure Type:	Nil
Intelligence:	14
Alignment:	Lawful
XP Value:	1,750-2,500



Monster Type: Humanoid (Very Rare).

Sollux are a race of seven-foot-tall humanoids with crimson skin and bright yellow hair. They are solitary

creatures who prefer to make their homes in areas of great heat such as near volcanoes and in deserts. Although they are denizens of the Prime Plane, sollux are related to both helions and efreet but, unlike efreet, they are Lawful in nature.

Sollux warriors constantly watch out for efreet, which they attempt to drive from the Prime Plane. Those sollux who successfully defeat an efreeti become Sun Brothers.

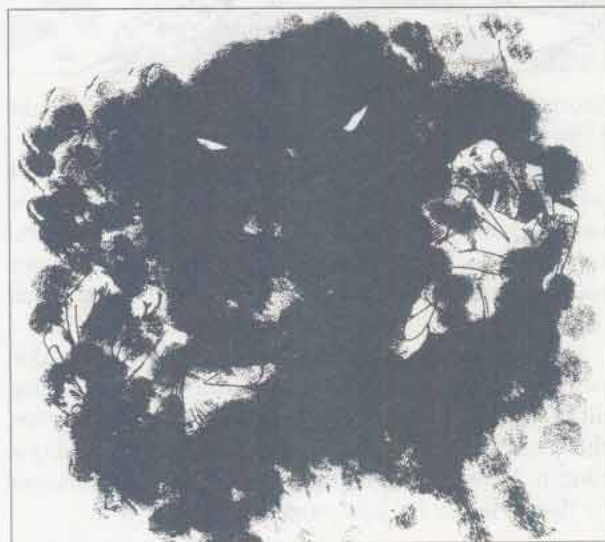
Sun Brothers are members of the Brotherhood of the Sun and are mortal enemies of efreet. The Brotherhood of the Sun is the supreme order of sollux warriors, and its members are distinguished by wearing red-gold armor and carrying blazing sun shields (treat as a *light* spell). Only those sollux who have proved themselves to be mighty warriors are allowed to enter the Brotherhood of the Sun. Individual Sun Brothers travel the world searching for efreet and visiting other sollux. In times of great need, Sun Brothers band together to battle the efreet.

Sun Brothers vary in Hit Dice from 10-14. The mighty leader of the Brotherhood is rumored to have 16 Hit Dice, an Armor Class of -3, and to wield a glorious *sword of efreeti slaying*. Sun Brothers normally have a morale of 9, but when fighting an efreeti this increases to 12.

All sollux are immune to illusions and are able to *detect invisibility* at will. They are not affected by normal fire, and magical attacks against them suffer a -1 to attack and damage rolls.

Terrain: Cavern, Desert, Mountain.

Soul Eater*





Armor Class: 0
 Hit Dice: 10* (M)
 Move: 180' (60')
 Attacks: 2 claws
 Damage: 1d10 each+special
 No. Appearing: 1 (1)
 Save As: Cleric: 10
 Morale: 12
 Treasure Type: Nil
 Intelligence: 9
 Alignment: Neutral
 XP Value: 1,750

Monster Type: Planar Monster (Very Rare).

A soul eater is a being from another dimension summoned by a high-level cleric (or granted by an Immortal to one). It is used to slay beings as ordered by the cleric who summoned or received it. A soul eater appears as a cloud of glowing and roiling darkness and can assume any shape desired. Once assigned a victim, it will not stop until either the victim or itself is defeated. A soul eater is intelligent and will accomplish its mission by any means it can.

In combat, the creature will attack with two ghostly claws each round. In addition, each time it hits it will drain one point of Wisdom unless the victim makes a successful saving throw vs. death ray. This saving throw must be made *each time* the character is hit.

A soul eater may only be struck by magical weapons and spells. Silver and normal weapons have no effect.

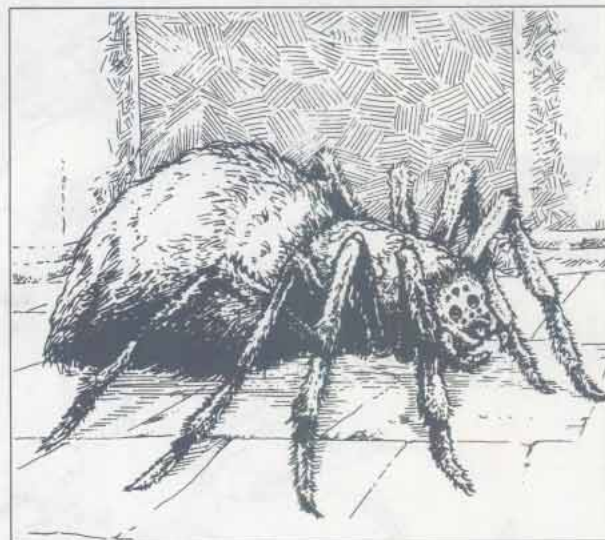
If a victim is slain by the soul eater, or has his or her Wisdom reduced to 0, the victim is dead. The soul eater will then return to its own dimension. Characters killed by a soul eater cannot be raised or reincarnated. It is possible that they could be returned to life by a *wish*, at the DM's discretion.

If the soul eater is destroyed before it kills its target, the target character regains Wisdom at the rate of 1 point per day. When the soul eater's hit points are reduced to 0, it will dissolve into a formless cloud and drift away. It will not return.

If the soul eater's victim is slain by another, or if the soul eater is defeated but not destroyed, it will return to the cleric who summoned it and attack him or her in a blind fury. Because of its rage, it will have 20 Hit Dice and will do 3d6 points of damage when it attacks. If defeated a second time it will disappear forever.

Terrain: Any.

Spider, Giant



	Hunting	Sand	Shroud*
Armor Class:	8	6	4
Hit Dice:	2 (M)	2+1* (M)	5*** (M)
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 bite	1 bite	1 bite or 1 web squirt
Damage:	1d6	1d6+poison	1d10+paralysis or paralyzing web
No. Appearing:	1d4 (1d12)	1d4 (1d4)	1d2 (1d3)
Save As:	Fighter: 2	Fighter: 1	Fighter: 5
Morale:	7 (wild), 8 (tamed)	7	9
Treasure Type:	Up	U	C
Intelligence:	0	0	4
Alignment:	Neutral	Neutral	Chaotic
XP Value:	20	35	550



Monster Type: Lowlife (Hunting: Common; Sand: Rare; Shroud: Very Rare).

Giant Hunting Spider: Hunting spiders are fur-covered spiders the size of dogs and are used as watch-animals and hunters in several primitive societies. They may be found in any terrain, arctic to tropical, and the fur of any individual will match its normal surroundings.

In the wild, hunting spiders run in packs to bring down their prey. They do not build webs, but stalk their prey over almost any terrain, and attack with large but nonpoisonous jaws.

Giant Sand Spider: Sand spiders are carnivorous creatures six feet long. They are beige with an orange-and-black blotch on their stomachs. They inhabit desert or barren regions, living in underground burrows, usually near rocky structures or stones. Pyramids, large statues, rocky crags, and paved roads offer the best sites.

Sand spiders do not build webs to trap prey. Instead, they burrow just below the surface of the ground, then burst out to attack as the prey passes overhead. This gives them the benefit of surprise on a roll of 1d4 on 1d6. The bite of a sand spider causes 1d6 points of damage, and in addition, the victim must make a saving throw vs. poison or be paralyzed for 1d4+4 hours.

Giant Shroud Spider: Shroud spiders are six feet long and black all over except for their eyes, which glow with a very faint blue light (visible up to 50 feet away in the dark). These magical creatures are intelligent and very evil. They can only be hit by magical or silver weapons.

The spider's vicious bite is poisonous. Any character bitten must make a saving throw vs. poison or be paralyzed for 2d4 turns. The spider uses this attack to take live victims for its food store.

The web of the shroud spider is as strong as the webs of other giant spiders but is not very sticky. Instead, anyone touching a fresh web (less than 24 hours old) must make a saving throw vs. paralysis at +2 or be paralyzed. Victims remain paralyzed for as long as they are in contact with the web and for 2 rounds thereafter.

Shroud spiders do not usually make large webs, but they can shoot a strand of web at a single opponent up to 30 feet away. Any creature hit by the strand must make a saving throw vs. paralysis at +1 or be paralyzed. The spiders also use their web strands to trap victims in a paralyzing shroud before placing them in their food store. They also sometimes lay simple traps of web which they renew each day. Characters placed in the food store remain in a state of suspended animation until the webbing is removed. A shroud spider normally eats the prey in its food store in three days to a month.

Terrain: Hunting: Any nonaquatic; Sand: Cavern, Desert, Ruins; Shroud: Cavern, Ruins, Woods.

Spider, Huge Wood

Armor:	6
Hit Dice:	1+3* (S)
Move:	120' (40')
Attacks:	1 bite
Damage:	1d6+poison
No. Appearing:	1d4 (4d4)
Save As:	Fighter: 1
Morale:	8
Treasure Type:	U
Intelligence:	2
Alignment:	Neutral
XP Value:	19



Monster Type: Lowlife (Common).

Huge wood spiders live in areas of dark, tangled woodlands. These spiders are three feet long, have long legs, and are green with irregular brown stripes. These allow them to blend in with the surrounding foliage, gaining surprise on a roll of 1-4 on 1d6. They have sticky pads on their feet which they use to cling to the sides of trees and even the undersides of branches.

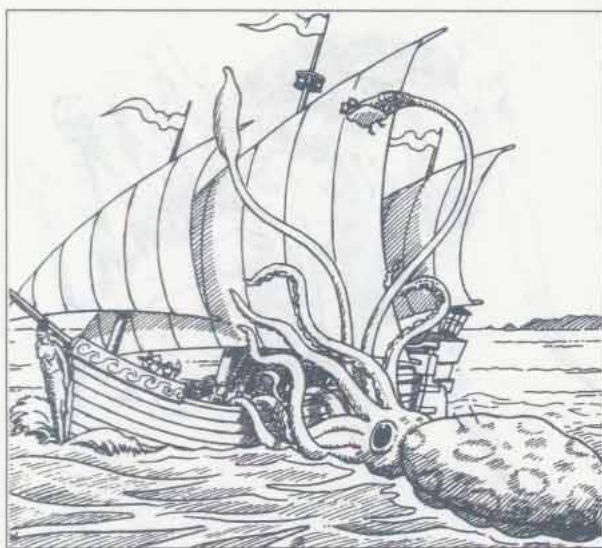
While searching for prey, huge wood spiders lurk in the branches of trees, waiting to leap down on any passing creature. Their bite delivers a mild poison which inflicts an additional 1d8 points of damage and makes the victim sluggish for 2d4+2 rounds (both effects negated by a successful saving throw vs. poison at +2). Sluggish creatures roll for initiative with a penalty of -2 and move at half speed until the effects wear off.

Wood imps (page 112) use these spiders as mounts and extract their poison to envenom weapons. Only wood imps can control the spiders enough to get them to secrete their venom. Venom cannot be extracted from a dead spider.

Terrain: Woods.

Squid, Giant

Armor Class:	7
Hit Dice:	6 (L)
Move:	120' (40')
Attacks:	10 tentacles/1 bite
Damage:	1d4 (x10)/1d10
No. Appearing:	0 (1d4)
Save As:	Fighter: 3
Morale:	7
Treasure Type:	V
Intelligence:	2
Alignment:	Neutral
XP Value:	275



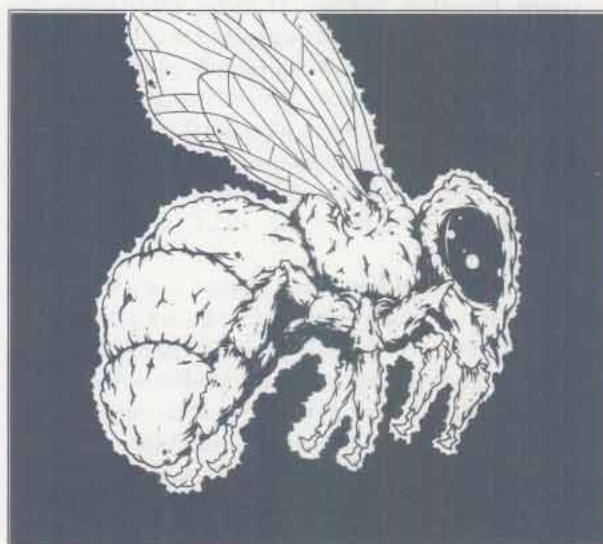
Monster Type: Giant Animal (Rare).

The giant squid lives in deep ocean waters, rising to the surface only to hunt. It rarely (25%) attacks ships, preferring to pick off individual sailors. Against individuals, it attacks with all tentacles for automatic constriction damage after each hit. Any of the eight lesser tentacles can be severed with a single blow that does 6 or more points of damage, while the two greater tentacles can only be severed by a blow of 10 points of damage or greater. Against a ship, a giant squid does 1d10 points of hull damage with its two greater tentacles and then attacks with its beak for 2 points per round. If its morale fails, the squid flees at triple speed, leaving great clouds of ink (30-foot radius, 2 times per day) to confuse pursuers.

The battles between legendarily massive giant squids and other massive denizens of the deep are part of the lore of the oceans. Sailors have reported titanic struggles between giant squids and huge whales, ocean leviathans, and mashers.

Terrain: Ocean.

Steam Weevil



Armor Class:	6
Hit Dice:	1/2 (1d4 hit points) (S)
Move:	30' (10')
Flying	180' (60')
Attacks:	1 area effect per swarm
Damage:	4 points per round
No. Appearing:	1d6 swarms of 4d6 (1d2 swarms of 4d6)
Save As:	Normal Man
Morale:	11
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	5 per weevil

Monster Type: Lowlife (Very Rare).

Steam weevils are tiny flying insects that thrive on the intense heat and pressure in subterranean areas of geothermal activity. They have developed a way to turn the heat of a lava pool directly into usable energy, and many generations of steam weevils live their lives out without ever leaving the deep caverns that are their preferred home. Steam weevils glow in darkness or dim lighting, because of the intense heat of their bodies.

Occasionally, because of volcanic or other seismic activity, a swarm of steam weevils may be carried to the outside world in a blast of steam or lava. They cannot live long in the relatively cold atmosphere, but they can be a dangerous enemy to any nearby creatures in the 1-4 hours before they die.

A person caught in the midst of a steam weevil swarm suffers 4 points of damage per round from burns if the swarm is at full strength. A swarm takes up an area roughly 5 feet wide by 5 feet long by 5 feet high. Note that



a swarm can only attack one creature or character at a time. Smoke and fire do not bother steam weevils, but water damages them if it is splashed on the swarm (roll to hit AC 7). Characters may scoop water from a puddle or a stream with their hands, or they may uncover a water container and attempt to douse the bugs that way.

For each splash on the swarm, the damage that the steam weevils can inflict is reduced by 1 (to a minimum of 1). Therefore, if two splashes have hit the swarm, the swarm does only 2 points of damage.

Terrain: Cavern, Mountain (volcanic area).

Strangle Vine

Armor Class:	9
Hit Dice:	8 hp per 1' square (S to L)
Move:	0'
Attacks:	1
Damage:	Special
No. Appearing:	See below
Save As:	Normal Man
Morale:	12
Treasure Type:	U
Intelligence:	0
Alignment:	Neutral
XP Value:	10 per 1' square



Monster Type: Lowlife (Rare).

A strangle vine looks like 1d10 ordinary creepers (up to 20 feet long) dangling from the branches of a tree. It is touch-sensitive and attempts to entangle any individual moving into or through it. Creatures moving through the vines must make a saving throw vs. paralysis or become entangled. Entangled victims suffer 1d4 points of strangulation damage per round and, since the vine is firmly anchored to its tree, can even be pulled off their feet.

A character with a Strength of 6 or more has a 5% chance of breaking free of the vine by tugging at it, but the more a victim struggles, the tighter the vine clings. Weaker characters have a greater chance of escaping than strong ones. For each point of Strength *under* 6, the chance increases by 5% (for example, 20% for Strength 3).

An alternative means of breaking free is to cut away a sufficient area of vines (8 hp per square foot) with an edged weapon. Characters caught in the vine may attack it with a penalty of -4 to attack rolls. An area equal to the height of the character being attacked needs to be cleared to break free. Alternatively, if the entire area taken up by the plant is cleared, the victim will be released.

Terrain: Woods, Jungle, Swamp.

Strangleweed

Armor Class:	1
Hit Dice:	12* (L)
Move:	0'
Attacks:	Special
Damage:	Special
No. Appearing:	0 (1d3+1)
Save As:	Fighter: 6
Morale:	12
Treasure Type:	J-N, L +2 magical items
Intelligence:	0
Alignment:	Neutral
XP Value:	2,125



Monster Type: Lowlife (Rare).

Strangleweed looks like normal seaweed, but if any creature comes within 10 feet of this carnivorous plant, it will reach out to grab it. Strangleweed attacks are handled in a special way. The player and the DM each roll 4d6 and add 4 (characters also add any Strength bonuses/penal-



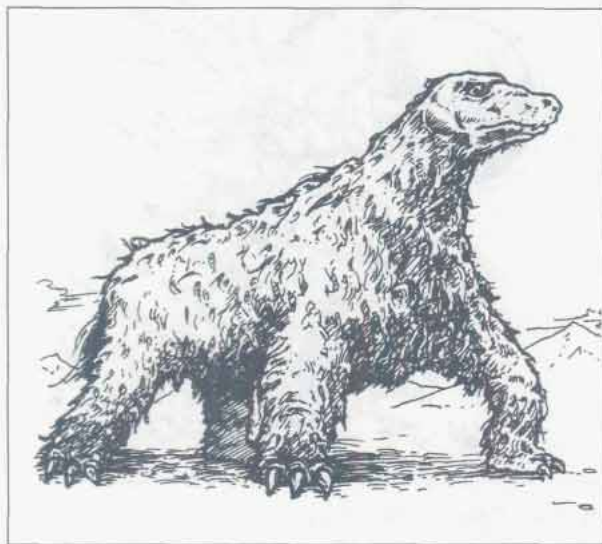
ties). If the victim's (player's) total is twice that of the weed (the DM), the victim has escaped. If the victim's roll is less than twice the weed's but still exceeds it, no damage is done but the victim is held tight. If the weed beats the victim's roll, the difference is the damage done to the victim in hit points. Furthermore, all damage inflicted is subtracted from the victim's subsequent rolls, but the maximum damage the strangleweed can inflict on its opponent is the total of its roll plus 4. Other characters cannot pull a victim free, but may attack the weed; if they do, each hit may (25% chance) hit the victim also. In this case, the damage is divided equally between the two.

Strangleweed consumes its victims by digesting them through its leaves. Its treasure is found on the seabed beneath it, buried amid the remains of previous meals.

Terrain: Ocean.

Surtaki

Armor Class:	6
Hit Dice:	6* (L)
Move:	120' (40')
Attacks:	2 hooves/1 bite
Damage:	1d10/1d10/1d6
No. Appearing:	0 (1d3)
Save As:	Fighter: 9
Morale:	8
Treasure Type:	Nil
Intelligence:	3
Alignment:	Chaotic
XP Value:	500



Monster Type: Monster (Very Rare).

The surtaki is a ravenous man-eater that inhabits hilly lowlands and mountain foothills. The creature is the size of a large bull, with a giant serpent's head, tortoise feet,

thick green fur, and a horse's tail. Poison quills, similar to a porcupine's, lie beneath its shaggy fur. In melee each attacker must make a saving throw vs. magic wands to avoid the quills; if this is failed, a saving throw vs. poison must be made. If the saving throw vs. poison is successful, the quills inflict 1d6 points of damage; if failed, the attacker also contracts a rotting disease. This causes 1 point of damage per round thereafter, prevents the curing of any wounds, and can only be stopped by a *cure disease* spell. Any victim slain by the disease can only be recovered by a *raise dead fully* or a *wish*.

Terrain: Mountain, Open, Hills.

Tabi

Armor Class:	6
Hit Dice:	5* (S)
Move:	60' (20')
Flying:	240' (80')
Attacks:	2 claws
Damage:	1d4/1d4+special
No. Appearing:	1d4 (1d4)
Save As:	Magic-User: 5
Morale:	6 (12)
Treasure Type:	Nil
Intelligence:	8
Alignment:	Chaotic
XP Value:	300



Monster Type: Monster (Very Rare).

The tabi are small, winged, ape-like creatures about the size of a large housecat. Their bodies are covered with long, golden fur while their wings are leathery membranes. They give off a stench of rot that can be smelled at up to 100 feet. They are intelligent and clever.

In combat, tabi fight with their sharp claws which drip a crystal blue venom. Anyone hit by a tabi must make a



saving throw vs. paralysis. A character who fails to save will be deluded, attacking any adjacent creature or character. A deluded character may only fight with weapons or bare hands, but will do so to the best of his or her ability. The delusion will last for 2d6 turns or until a *neutralize poison* spell is cast on the victim. Tabi also have a 40% chance to pick pockets, move silently, and hide in shadows. Tabi prefer to ambush characters and then hide while the deluded victims attack others.

Tabi have very long life spans, during which they gather much information about ancient legends and forgotten lore. They are intelligent and speak their own tongue. High-level magic-users can research a spell that will bind a tabi to their service. If the spell is researched and worded properly, the tabi will remain in service to the magic-user until one or the other dies. While enspelled it will be absolutely loyal to the character commanding it. In such cases, the parenthesized morale should be used. An enspelled tabi will also assist its master by telling him or her any information that it knows.

Terrain: Cavern, Ruins, Settled.

Thunderhead

Armor Class: 0
Hit Dice: 16** (or 8**—see below) (L)
Move: 30' (10')
Flying: 180' (60')
Attacks: 2 claws/1 lightning bolt
Damage: 2d6/2d6/5d6
No. Appearing: 0 (1d3)
Save As: Fighter: 16 (or 8—see below)
Morale: 9
Treasure Type: Nil
Intelligence: 5
Alignment: Chaotic
XP Value: 4,050 or 1,750



Monster Type: Dragon-Kin (Very Rare).

A thunderhead is a black, reptilian creature with an elongated body and head, a pointed snout, and slit-like, glowing blue eyes. It has long, swept-back, bat-like wings, and two spindly rear legs which terminate in vicious claws.

Thunderheads live high up in the clouds where they hunt other flying creatures. During thunderstorms they become very excited and sweep down to the ground, attacking anything that moves with a lightning bolt from their pointed snouts. After using their lightning attack they attempt to snatch creatures in their sharp claws. An attack roll of 16 or better indicates that the thunderhead has grabbed hold of its victim. Thunderheads can carry creatures as large as a war horse with ease. Any caught creature will be taken up into the storm where it will be eaten by the thunderhead. If a thunderhead fails to snatch a victim, it will either fire another lightning bolt (1–2 on 1d6) or else attempt another grab (3–6 on 1d6). Thunderheads encountered outside of thunderstorms have only 8 Hit Dice and save as 8th-level fighters.

Terrain: Aerial.

Load & Barding Multiplier: As per small dragons.

Topi

Armor Class: 6
Hit Dice: 3* (S)
Move: 120' (40')
Attacks: 2 claws
Damage: 1d6/1d6+special
No. Appearing: 2d4 (5d6)
Save As: Fighter: 2
Morale: 12
Treasure Type: Nil
Intelligence: 2
Alignment: Chaotic
XP Value: 50

Monster Type: Undead (Very Rare).

Topis are undead human or humanoid creatures similar to zombies. Before these creatures are animated, however, the corpses are shrunk until they are only two feet tall, giving them dark, wrinkled, leathery skin. This process is long and complex, and is known only to certain primitive tribes.

Topis are more agile than normal zombies. They roll for initiative as usual, and can leap up to six feet (vertically or horizontally) when attacking. Any creature struck by a topi's claw must make a saving throw vs. poison or fall victim to a venom which acts like a *slow* spell and lasts for 1–2 turns.

Nonedged weapons inflict only half damage on topis, although a successful hit with such a weapon will





knock a topi off balance, making it unable to attack in the next round. Topis are immune to mind-affecting spells such as *sleep*, *charm* and *hold* spells. Clerics have the same chance of turning topis as of turning wights.

Terrain: Cavern, Ruins, Jungle.

Tortle

Armor Class:	3
Hit Dice:	4 (M)
Move:	30' (10')
Attacks:	2 claws/1 beak or 1 weapon
Damage:	1d4/1d4/1d6 or by weapon
No. Appearing:	0 (1d6)
Save As:	Fighter: 4
Morale:	11
Treasure Type:	V
Intelligence:	8
Alignment:	Lawful
XP Value:	75

Monster Type: Humanoid (Rare).

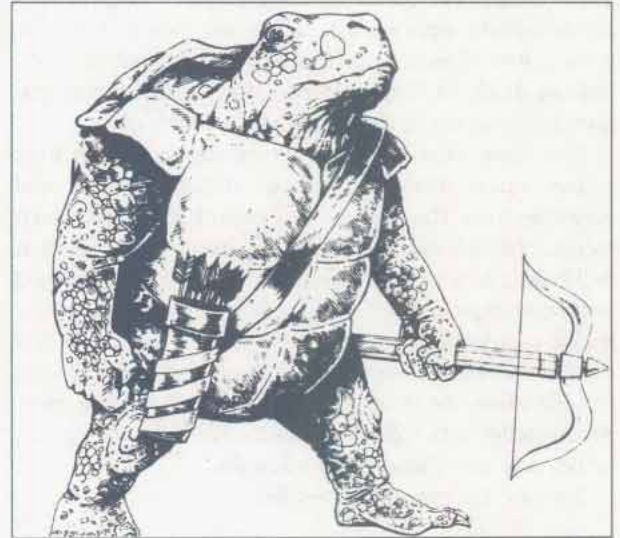
Tortles are turtle-like humanoid land-dwellers. Adult tortles stand six feet tall and weigh 500 pounds. Although they are not swimmers, tortles float and can hold their breath for up to 10 turns under water. On land they are fond of using wagons drawn by draft horses for rapid travel.

Tortles wear no clothes or armor, but can withdraw into their shells for protection. They are not aggressive, but when forced into combat they prefer to use light crossbows.

Tortles live alone for most of their 40–50 year lives, and only lay eggs toward the end of their lives. Half a year prior to egg-laying, however, they gather at the sites of traditional, stone-walled compounds. The creatures place their eggs in the compounds, barricade the

entrances and then die. An armorer can fashion a suit of lightweight plate mail armor (AC 1) from 25 fresh turtle's egg shells.

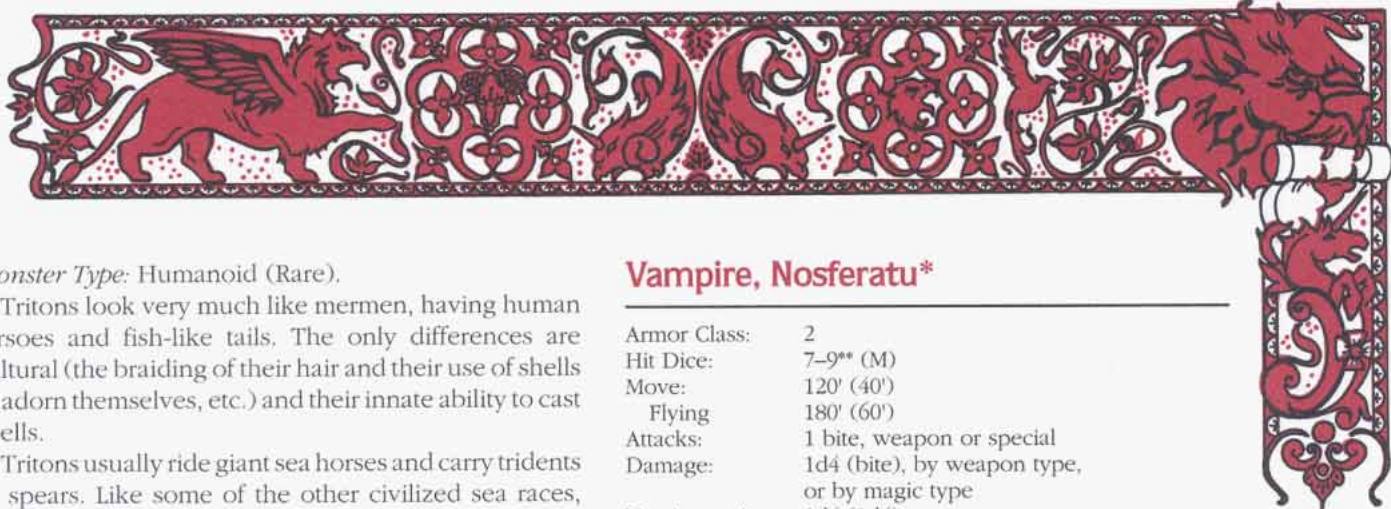
Terrain: Open, Swamp, Woods.



Triton

Armor Class:	6, 5, or 4 (see below)
Hit Dice:	5***, 6***, or 7**** (see below) (M)
Move (swimming):	150' (50')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	0 (10d6)
Save As:	Dwarf: 11
Morale:	9
Treasure Type:	F, G, or H
Intelligence:	11
Alignment:	Neutral
XP Value:	550, 950, or 2,050





Monster Type: Humanoid (Rare).

Tritons look very much like mermen, having human torsos and fish-like tails. The only differences are cultural (the braiding of their hair and their use of shells to adorn themselves, etc.) and their innate ability to cast spells.

Tritons usually ride giant sea horses and carry tridents or spears. Like some of the other civilized sea races, they live in large cities on the ocean floor. Triton cities are works of art, built in picturesque undersea locations which enhance the beauty of the city. Often these cities are built from coral which has been carried many miles by the tritons.

Tritons have variable Hit Dice and abilities. A triton can cast clerical or magic-user spells (50% chance of either, but not both).

Hit Dice	Armor Class	Spell Casting
5	6	5th level
6	5	6th level
7	4	7th level

A 5 HD triton, therefore, casts spells either as a 5th-level cleric, or as a 5th-level magic-user. Spell-casting tritons rarely learn fire-based spells such as *fireball* or *wall of fire*.

Terrain: Ocean.

Vampire, Nosferatu*

Armor Class:	2
Hit Dice:	7-9** (M)
Move:	120' (40')
Flying:	180' (60')
Attacks:	1 bite, weapon or special
Damage:	1d4 (bite), by weapon type, or by magic type
No. Appearing:	1d4 (1d4)
Save As:	Former character class at equivalent level
Morale:	11
Treasure Type:	F
Intelligence:	As former character
Alignment:	Any
XP Value:	1,250 (7 HD), 1,750 (8 HD), 2,300 (9 HD) if fighter or thief; 1,650, 2,300, 3,000 if magic-user or cleric

Monster Type: Undead (Very Rare).

The nosferatu is a special vampire. It has all the powers and weaknesses of vampires except as noted below. Nosferatu are turned as vampires.

The nosferatu does not drain energy levels. It drinks blood. It only regenerates 1 hit point of damage per round. The nosferatu's victims return from the dead three days later *only if the nosferatu intended for them to do so*.



The nosferatu retains its character class, skills, powers, and restrictions in its undead form—at the level it had attained when it died, or at the level of its new hit dice, whichever is greater. This makes the nosferatu very unpredictable—it could have the spells of a 9th-level cleric in addition to its undead abilities, for instance. DMs should design each nosferatu separately, giving each distinct skills or spells. These undead can be of any alignment.

Fighter and cleric nosferatu can wear armor (though it does no good unless it provides an AC better than 2). Cleric nosferatu can only *command* undead, never turn them. Very old nosferatu can operate in sunlight.

Terrain: Cavern, Ruins, Settled.

Vampire Rose



Armor Class: 7
Hit Dice: 4* (S)
Move: 30' (20')
Attacks: 1 thorn+blood drain
Damage: 1d8
No. Appearing: 0 (1d8)
Save As: Fighter: 2
Morale: 12
Treasure Type: Nil
Intelligence: 0
Alignment: Chaotic
XP Value: 125

Monster Type: Lowlife (Rare).

Vampire roses look like normal white rose bushes, with each 4 Hit Dice's worth of vampire rose representing a single bush. Despite their appearance, vampire roses can uproot themselves and move about slowly in

search of prey. Their thorny stalks whip around victims, inflicting 1d8 points of damage. The thorns are hollow, and once the stalk has struck the vampire rose will automatically drain 1d8 points of blood per round. The plant also injects a hypnotic anaesthetic into a victim's bloodstream. Victims must make a saving throw vs. spells or lose all willpower, allowing the plant to continue draining blood until they die. After a vampire rose has completely drained a victim, its blooms will be colored red instead of white.

Terrain: Open, Ruins, Woods, Jungle, Swamp.

Velya*

Armor Class: 3
Hit Dice: 7** (M)
Move: 180' (60')
Attacks: 1 touch or special
Damage: 1d8+energy drain or special
No. Appearing: 0 (1)
Save As: Fighter: 9
Morale: 11
Treasure Type: F
Intelligence: 10
Alignment: Chaotic
XP Value: 1,250



Monster Type: Undead (Very Rare).

Velya are a weak form of underwater vampire. Some were once surface dwellers, and these may be found inhabiting ancient cities which have now sunk beneath the waves. However, they are extremely rare, and only a few have ever been discovered. A velya can take the form of a blue-skinned human with gills, a great white shark, a manta ray, or a water current at will. Each change takes one round.



Whatever its form, a velya regenerates 2 hit points per round (except for fire or acid damage) as soon as it is damaged. However, if a velya is reduced to zero hit points, it does not regenerate, but becomes a water current and flees to its crypt where it must rest for a whole day. Fire and acid damage is not regenerated until the velya reaches and rests in its crypt.

In shark or manta ray form, the velya's movement, attacks, and damage are those of that animal. The velya's Armor Class, Hit Dice, morale and saving throws remain unchanged. In water form, a velya cannot attack, but can swim at 180' per turn and is immune to all weapon attacks. Some spells may affect it but none inflict any damage on it.

In human form, a velya may attack by song or touch, or may summon other creatures. The touch of a velya inflicts an energy drain (removing one level of experience) in addition to 1d8 points of damage. The creature's song can *charm* (as the *charm person* spell). Any victim hearing the song must make a saving throw vs. spells or be charmed. The song can be heard up to a mile away, but it can only charm characters within 200 feet of the velya.

Once a successful saving throw is made, that character is immune to the velya's song for 24 hours. If the charm is dispelled, the character is still susceptible to the velya's song until she or he makes a successful saving throw.

Velya are normally accompanied by 1d6 wights, and can summon 3d6 mako sharks from up to one mile away. The sharks arrive in 1d4 rounds if they are close by.

Any character slain by a velya will return from death in three days as a wight under the control of the velya. A creature can only become a velya through an ancient and forgotten curse.

Weaknesses of Velya: A velya is unable to approach to within 10 feet of a strongly presented holy symbol, although it may move to attack from another direction. Velya cannot enter the open air, or they will instantly disintegrate. Because they are undead, velya are unaffected by mind-affecting spells such as *sleep*, *charm* and *bold*. They can only be hit by magical weapons.

During the day the velya must rest in a crypt. If the crypt is *blessed* (with the clerical spell) the velya can get no rest there. Failure to rest results in 2d8 points of damage per day. These points are not regenerated until the velya rests in its crypt for a full day. Velya have no reflection and cast no shadow.

A velya can be destroyed by exposing it to air, by driving a wooden stake through its heart while it lies in its crypt, or by being turned by a cleric of level 13 or

higher. In the latter case, however, the die roll for the number of Hit Dice of undead destroyed must equal or exceed the Hit Dice of the velya.

Swamp Velya: This cousin of the normal (ocean) velya is found in the waters of marshes, fens, bogs, and swamps. Swamp velyas can take the form of a blue-skinned human with gills, an albino crocodile, a white eel, or a water current at will. The swamp velya can summon 3d6 crocodiles if they are within one mile; the crocodiles arrive in 1d4 rounds if they are close by. Swamp velya cannot come fully into the open air, or they instantly disintegrate. As long as one part of their body is in the swamp, they remain intact. In all other respects (including statistics) the swamp velya is identical to its ocean cousin.

Terrain: Velya: Ocean; Swamp Velya: Swamp.

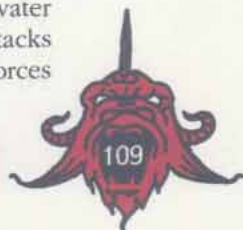
Water Weird

Armor Class:	5
Hit Dice:	3* (S)
Move:	60' (20') in water only
Attacks:	1
Damage:	1+drowning
No. Appearing:	1d2 (1d2)
Save As:	Fighter: 6
Morale:	12
Treasure Type:	1
Intelligence:	2
Alignment:	Chaotic
XP Value:	50



Monster Type: Enchanted (Very Rare).

A water weird is a magical creature made of water which lives in a pool or another body of water. It attacks all living things that disturb it, feeding on the life forces





of its victims in some unknown way. Water weards may appear in nearly any shape, although the form of a giant snake is most common. Those that live in large bodies of water will retreat to the bottom or a corner of their home if hard pressed.

In combat, weards attack single enemies within 10 feet of their pool. The weird forms from the water in 2 melee rounds. Instead of suffering a normal attack, victims must make a saving throw vs. paralyzation (Dexterity bonuses apply). Victims who fail their saving throw take 1 point of damage and are seized and dragged into the water.

Once a victim is trapped and pulled under water, the weird ignores other opponents until the trapped victim is dead. Trapped characters can attack the weird with a -4 penalty on their attack rolls. Once in the water, victims take 1 point of damage and must make a saving throw vs. death ray each round or become unconscious. Unconscious victims die after 3 rounds unless rescued.

Sharp weapons cause only 1 point of damage per hit on a water weird; blunt weapons cause normal damage. All Strength and magical bonuses apply. Damage equal to a weird's total hit points disrupts it, but it reforms in 2 melee rounds. Cold attacks *slow* water weards (half

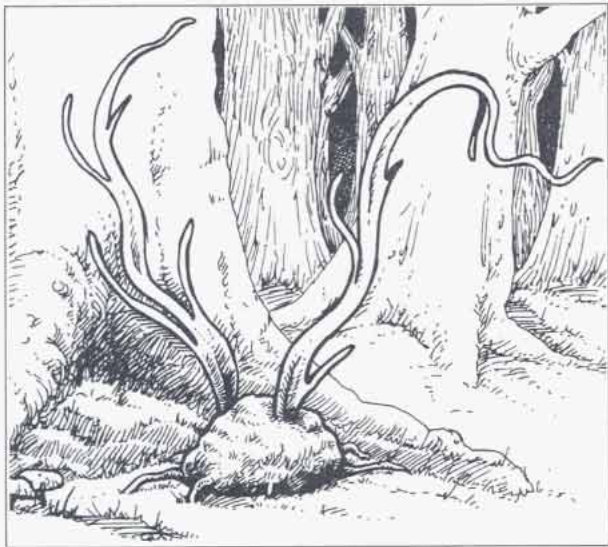
movement and only attacks every second round), but fire-based spells do only half or none of their normal damage (a successful saving throw results in no damage). A *purify food and water* spell kills water weards immediately. All other attacks do not harm them.

Larger water weards are possible. For every additional 3 Hit Dice, the weird's Armor Class is improved by 2, damage is increased by 1, attack range is increased by 5 feet, and victim's saving throws and attacks are made with additional penalties of -2.

Terrain: Cavern (in water), River/Lake, Ocean.

Whipweed

Armor Class:	Stalks 5; base 3
Hit Dice:	Stalks 3+1*, base 2 (M)
Move:	3' (1')
Attacks:	2 stalks
Damage:	1d8/1d8 (+see below)
No. Appearing:	1d3 (1d3)
Save As:	Fighter: 4
Morale:	8
Treasure Type:	U
Intelligence:	1
Alignment:	Neutral
XP Value:	170



Monster Type: Lowlife (Rare).

This strange plant has two thin, whip-like stalks growing from a roughly spherical, gourd-like base. The stalks are light green in color, with thin yellowish stripes running up their centers. The base is a nondescript brown with faint tan and cream-colored veinings. In fully grown specimens, the stalks measure up to 15 feet long, and the base is about three feet in diameter, with many short, tough roots sprouting from underneath. In fact, the whipweed is able to control these roots and may withdraw them from the earth in order to move around, albeit very slowly.

The plant will attack anything that moves within the range of its stalks, each one striking as a 3 Hit Dice monster and attacking different targets if two or more creatures are within range. Once hit, the victim suffers 1d8 points of damage from the highly acidic sap secreted by the stalks and must also make a saving throw vs. death ray or be *entangled* (unable to attack, cast spells, or move until a successful saving throw is made). Entangled victims continue to automatically suffer 1d8 points of damage each round until released by the destruction of the stalk or by breaking free. They may make a saving throw vs. death ray every round they are entangled to try and break free.

If one or both of the stalks is destroyed, the base is not affected, and will regrow damaged stalks in 1d4+1 days. If the base is destroyed, the whipweed dies, but the stalks will go into a mad frenzy for one melee round before wilting. During this round, each stalk will make three whiplash attacks, inflicting 1d6 points of damage for each successful attack (but no chance to entangle, and no acid damage).

Terrain: Cavern, Open, Ruins, Woods, Jungle, Swamp.

White-Fang

Armor Class:	4
Hit Dice:	6** (L)
Move (surface):	180' (60')
Swimming	120' (40')
Burrowing (snow)	90' (30')
Burrowing (ice)	45' (15')
Attacks:	1 bite/1 tail lash
Damage:	2d6+poison/2d6
No. Appearing:	1d3 (1d3)
Save As:	Fighter: 6
Morale:	10
Treasure Type:	Self
Intelligence:	3
Alignment:	Neutral
XP Value:	725



Monster Type: Monster (Rare).

White-fangs are snake-like creatures between 15 and 20 feet long, distantly related to white dragons. They are covered all over in soft, pure white fur except for their heads which are encased in scale-like plates of white ivory. They are equally at home in the depths of icy caverns, in the freezing waters of arctic seas, or in windswept, snowbound wildernesses.

White-fangs are capable of keeping the temperature of their skin the same as their surroundings, thus making them 80% undetectable by infravision. This, and their coloration, gives them excellent camouflage in their native environments. White fangs surprise opponents on a roll of 1-4 on 1d6.

Although they can move swiftly over open ground, white-fangs prefer to move unseen and attack from concealment. They can swim well, burrow through snow and ice with ease, and also have very sensitive infravision which enables them to detect warm crea-



tures through 30 feet of snow, ice, or water, or up to 120 feet away in the open.

The creature's main attack is a bite by a pair of needle-sharp fangs. In addition to causing damage, these fangs inject a magical venom. For those poisoned victims who fail a saving throw vs. poison, the venom has the effect of literally freezing the blood. The unfortunate characters are paralyzed and, while their skin steadily turns blue, suffer 1d8 points of damage per round until either the poison is neutralized or they die. Although a *neutralize poison* spell removes the paralysis, restores the victim's color, and halts the damage being caused by the poison, it does not restore hit points already lost. Those who make a successful saving throw merely feel chilled and numb, and suffer a penalty of -2 on Strength and Dexterity for 2d6 rounds. Further bites only extend the duration (by 2d6 rounds), rather than increasing the effects. The creature's second attack is a vicious tail lash which does 2d6 points of damage.

White-fangs do not normally have any treasure. If a buyer can be found, however, a white-fang pelt may fetch as much as 500 gp and its ivory head-plates up to 100 gp in total.

Terrain: Cold/Arctic.

Winged Warrior

Armor Class:	5
Hit Dice:	2* (M)
Move:	60' (20')
Flying	180' (60')
Attacks:	2 wings
Damage:	1d6/1d6
No. Appearing:	1d6 (1d6)
Save As:	Fighter: 2
Morale:	11
Treasure Type:	Nil
Intelligence:	3
Alignment:	Lawful
XP Value:	25

Monster Type: Construct (Very Rare).

A winged warrior is a specifically modified form of crystal living statue, enabled to fly because of a permanent *flyspell* cast on it by the wizard who created it. The flying ability of a winged warrior enables it to protect large open areas.

Although the body of a winged warrior is made of crystal, its wings are usually made of a polished, silvery metal. These are attached along its arms from wrist to armpit and extend down the sides of its body to its waist, so that the winged warrior flies with its arms extended. The wings of this construct are often en-



graved and decorated to look like a real bird's wings.

A winged warrior must land to fight. It cannot fight in midair because its weapons are the razor-sharp edges of its metal wings. A winged warrior usually swings its arm backhanded, causing a powerful slashing blow. The monster can attack with both wings in a single round. A winged warrior never carries weapons of any type, using only its wings.

A winged warrior is immune to the effects of mind-affecting spells such as *sleep*, *charm* and *hold*.

The creature is basically nonintelligent, although it can follow simple instructions given to it by its creator. It continues to follow those instructions until it receives new ones.

The most common duty for a winged warrior is to patrol large areas. Usually they are instructed to attack all creatures of a specific type entering the area. Sometimes a winged warrior is instructed to recognize a password which allows others to enter the area it guards. In this case the warrior must be created with the ability to speak.

Terrain: Open, Settled.

Wood Imp

Armor Class:	6
Hit Dice:	3/4 (1d6 hp)* (S)
Move:	90' (30')
Attacks:	1 bite or 1 weapon
Damage:	1d3 or by weapon
No. Appearing:	1d6 (8d10)
Save As:	Normal Man
Morale:	7 or 9
Treasure Type:	S (C+N)
Intelligence:	10
Alignment:	Chaotic
XP Value:	6



Monster Type: Humanoid (Rare).

Wood imps are small, evil humanoids who live in dark woods. Their skin is green, and they stand one and a half to two feet tall. Their wild and tangled hair is wood brown and usually has numerous twigs and leaves stuck in it. Their faces are round. They have a gaping slit of a mouth filled with sharp, needle-shaped teeth. A wood imp bite causes 1d3 points of damage, but this attack is rarely used. Wood imps prefer to lay traps and ambushes for their victims. Often these take the form of concealed pits or snares, set to catch the unwary. Victims caught in the traps are either captured or slain by poisoned wood imp arrows (see below).

As well as laying traps, wood imps also hunt anyone foolish enough to enter their territory. Instead of attacking directly, they attempt to drive or lure their victims into their traps. When hunting, they ride huge wood spiders (see page 101). They strap themselves into special saddles which allow them to stay mounted even when the spiders are clinging to the undersides of tree branches. Because of their coloration, wood imps surprise opponents on a roll of 1–3 on 1d6.

Wood imps prefer to use short bows (which they can fire even when upside down). Arrows fired from these bows inflict 1d4 points of damage and are fired every round. By spending one round, wood imps can coat their arrow heads in venom from their huge wood spider mounts. Saving throws vs. poison are made at +2, and characters failing their saving throw take an additional 1d8 points of damage and become sluggish for 2d4+2 rounds. Sluggish creatures roll for initiative with a penalty of –2 and move at half speed until the effects wear off. The effects are not cumulative. Poisoned arrows must be fired the round after they are envenomed

or else the poison evaporates. Huge wood spider venom can only be successfully extracted by a wood imp. No other creature can exercise enough control over the spiders to get them to secrete their venom. Venom cannot be extracted from a dead spider; chemicals given off in their death throes render it inert.

If forced to, wood imps melee by dropping out of the trees riding their spiders, and attack with their small two-handed swords (damage 1d6) while the spiders attack with their bites.

For every 10 wood imps there is a leader with 1–1 HD, and a tribe is led by a chief with 1 HD. If these leaders are slain, wood imp morale drops to 7. A wood imp tribe also has 1d4 shamans (clerics of 1st–4th level).

A wood imp lair consists of an area of old and rotted trees. Here the wood imps keep their prisoners and supplies of fresh food. The prisoners are composed of 2d6 creatures who vary from evil humanoids and humans to small forest creatures.

Terrain: Woods.

Wychglow*

Armor Class:	0
Hit Dice:	6** (S)
Move (flying):	180' (60')
Attacks:	1 lightning bolt
Damage:	1d10
No. Appearing:	1d3 (1d6)
Save As:	Fighter: 6
Morale:	11
Treasure Type:	G
Intelligence:	15
Alignment:	Chaotic
XP Value:	725





Monster Type: Monster (Very Rare).

Wychglows are balls of eerie light (one to three feet in diameter) that appear only at night or in dark underground caverns. They are attracted to metallic objects, and will attack creatures in order to obtain them. The bigger a metal object is, the more attracted a wychglow is to it. Plate armor, metal shields, and metal swords are natural focusses for its attention. A wychglow craves metals since it feeds on electrochemical energy which it can drain from them. This feeding process can take hours or even days and reduces the metal to a fine, chalky dust.

Each round a wychglow can fire a bolt of electricity at any creature within its range. The bolt is 2 feet wide and 30 feet long. It will hit the target automatically and inflict 1d10 points of damage unless the victim makes a successful saving throw vs. magic wands. Characters wearing metal armor take half damage if they make a successful saving throw, while those wearing leather armor or normal clothing take no damage with a successful saving throw and are allowed a bonus of +5 to their saving throw.

Wychglows are immune to electrical attacks and take minimum damage from magical fire attacks. They can only be struck weapons of +1 or greater enchantment.

Terrain: Cavern, or any (at night only).

Wychlamp

Armor Class:	2 or 0 (see below)
Hit Dice:	3+3** (S)
Move (levitating):	210' (70')
Attacks:	1 discharge
Damage:	1d4+1
No. Appearing:	1d3 (1d8)
Save As:	Magic-User: 3
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	100

Monster Type: Planar Monster (Very Rare).

A wychlamp is a small (up to nine inches across) ball of glowing light. Wychlamps are composed largely of energy, although they have wispy, spiderweb-like skeletons of geometrical symmetry and translucent-to-invisible aspect. These strange creatures wander aimlessly, drifting by natural *levitation*, and seem attracted to any use of magic within 70 feet. They are silent and seemingly unintelligent and come from planes dominated by the Sphere of Energy.

Much sought after by those who would slay mages, wychlamps have the unusual property of causing any





magic within 20 feet of them to go awry:

- Aimed spells (for example, *magic missile*) are 77% likely to be deflected in a random direction, as are similar spell-like powers and magical item effects.
- Area-effect magics (for example, *fireball*) are altered as follows: Roll 1d6. On a 1 or 2, they are doubled in area and halved in damage. On a 3 or 4, they are halved in area and doubled in damage. On a 5, they are completely nullified, and on a 6, they are unaffected.
- Spells cast and magical item attacks launched within 20 feet of a wychlamp are altered as follows: Roll 1d6. On a 1 or 2, they are directed back on the caster for full effect. On a 3 or 4, the target and/or area of effect are altered at random. On a 5, their intensity (duration or damage) is halved, and on a 6, they are unaffected.

Interpret any impossible results as complete nullification of the magic.

Magic directed *at* a wychlamp, if it reaches the wychlamp (for example, by touch), will be reflected back 100% upon the caster or wielder of the magic. A wychlamp is never affected by magic.

Wychlamps may be slain by physical attacks, although they will bob and weave to avoid being struck

after they are hit once (increasing their effective Armor Class from 2 to 0). They cannot pass through a gap of less than 6 inches in width and height. They can thus be netted. A ring of captive wychlamps around a fighter is an effective defense against mages.

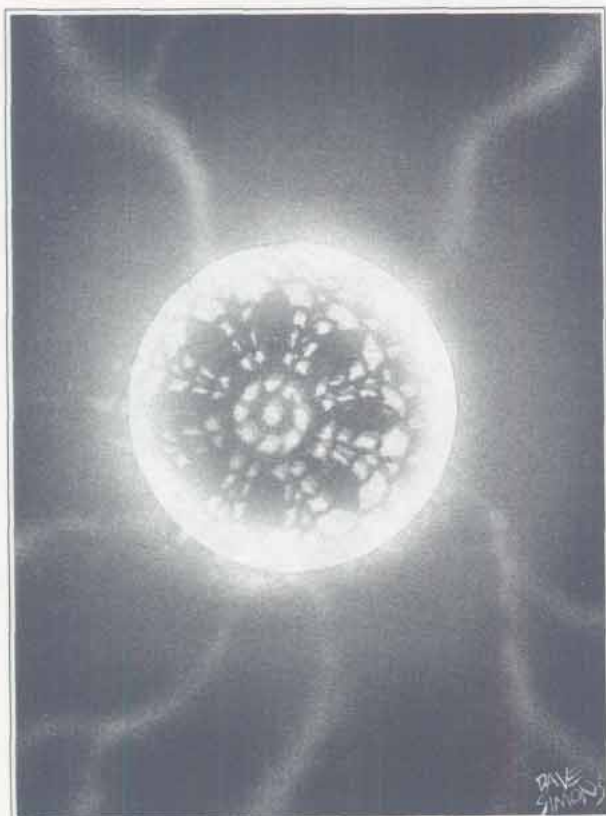
Wychlamps can discharge their energies upon physical contact with a living creature in a lightning-like arc that does 1d4+1 points of damage and *slows* a victim to half speed during the following round. They do this only 40% of the times they come into contact with a creature, seemingly at random rather than as an aggressive weapon.

Wychlamps take no damage from fire, heat, cold, or lightning attacks. The latter sort (only) will restore lost hit points to a wychlamp. Treat each hit point of damage from lightning or electricity as a hit point of healing (up to the creature's original hit points).

Any undead energy drain attack (but not similar spells, which go awry) will destroy a wychlamp.

Wyrd*

	Normal	Greater
Armor Class:	4	0
Hit Dice:	4* (M)	8*** (M)
Move:	120' (40')	120' (40')
Flying:	—	240' (80')
Attacks:	2 glowing spheres	2 spheres+special
Damage:	1d6/1d6	1d10/1d10+paralysis
No. Appearing:	1d6 (1d6)	1d2 (1d2)
Save As:	Elf: 4	Elf: 8
Morale:	12	12
Treasure Type:	B	B
Intelligence:	6	9
Alignment:	Chaotic	Chaotic
XP Value:	125	2,300



Monster Type: Undead (Normal: Rare; Greater: Very Rare).

Both normal and greater wyrds can only be hit by magical or silver weapons. They are immune to *sleep*, *charm*, and *hold* spells.

Normal Wyrd: A wyrd (pronounced *weerd*) is an undead spirit inhabiting the body of an elf. It appears as a dark, robed figure holding a small, diffuse, glowing red sphere in each hand. In combat, the wyrd can either strike with two hands using the spheres as melee weapons, fling the two spheres as missiles (range 30/60/90), or use one sphere in melee and one as a missile.

If a sphere hits its target (normal roll to hit), it explodes, inflicting 1d6 points of damage against most opponents, but 1d6+3 against elves. As each sphere explodes, a replacement instantly appears in the wyrd's hand, but it can only make two attacks per round. Clerics have the same chance turn wyrds as wraiths.

Greater Wyrd: This is a more hideous variety of the normal wyrd. It is the result of a powerful undead spirit entering the body of a high-level elf. This undead being is greatly feared, for its appearance causes all who view it to make a saving throw vs. spell or attack with a -3 penalty to both attack and damage rolls. A minimum of 1 point of damage, however, will always be scored by anyone hitting the wyrd.

A greater wyrd can create two glowing green spheres each round, using them either in melee or as missiles. Anyone struck by a sphere suffers 1d10 points of damage and must make a successful saving throw vs. paralysis or be paralyzed for 2d4 turns. Elves suffer 1d10+5 points of damage and are immune to the spheres' paralyzing effects. Clerics turn greater wyrds as phantoms.

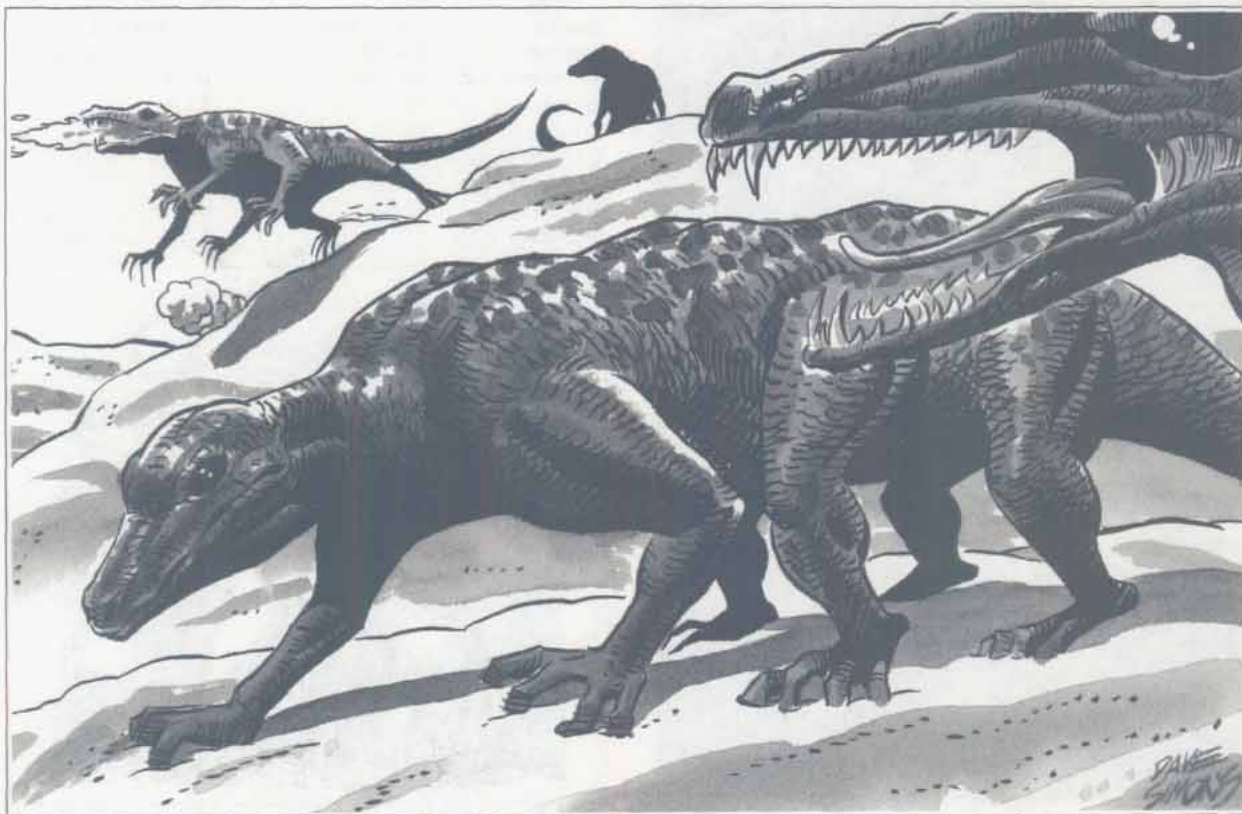
Terrain: Cavern, Ruins, Woods.

Xytar

Armor Class:	3
Hit Dice:	5+1* (L)
Move:	120' (40')
Attacks:	1 bite or breath
Damage:	1d10 or 3d6
No. Appearing:	1d6 (1d12)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Nil
Intelligence:	4
Alignment:	Neutral
XP Value:	400

Monster Type: Dragon-Kin (Rare).

A xytar is a large, eight-foot-long, lizard-like creature. Its hide is predominantly yellow, with red-and-orange





motting along its back. Xytars have six legs and long, tooth-filled jaws. They live in hot desert areas and can survive for weeks without water.

Xytars are carnivorous creatures that normally hunt in packs. Human or other settlements on the fringes of deserts are often attacked by hunting xytars, as are any caravans unlucky enough to run into them. There are usually no survivors from xytar attacks.

Xytars attack with either their strong jaws or their breath weapon. They can breathe forth a cone of fire 30 feet long and 10 feet wide at its widest point. They always attack by breathing fire first and then closing to use their jaws in melee. Once in melee there is a 1-2 chance on 1d6 that a xytar will breathe instead of biting its opponent.

Terrain: Desert.

Yowler*



Armor Class:	0
Hit Dice:	3+3** (M)
Move:	150' (30')
Flying	270' (90')
Attacks:	1 bite
Damage:	2d4
No. Appearing:	2d4 (4d4)
Save As:	Magic-user: 11
Morale:	10
Treasure Type:	Nil
Intelligence:	4
Alignment:	Chaotic
XP Value:	100

Monster Type: Monster (Very Rare).

Yowlers look like huge, well-muscled dogs with short, dull, black hair. Their heads and faces, however, have an almost human appearance, and their ears could

easily be mistaken for small horns. The eyes of a yowler glow with an infernal red light, and their teeth are well designed for tearing the flesh from unfortunate victims.

These hideous creatures are found only in the most desolate of wilderness areas, and they often lair in gloomy caverns where they rest by day, coming out to hunt when night falls. They will attack almost any warm-blooded creature that is foolish enough to enter their territory, but their preferred meat is that of demihumans. Yowlers have the ability to *fly* magically.

The baying of a yowler pack is most horrible and can be heard up to a mile away. Anyone within 90 feet must make a saving throw vs. spell each round or flee in panic until the saving throw is successful. If the pack consists of more than five yowlers, the saving throw is made at a penalty of -1 for each additional yowler beyond the fifth, up to a maximum of -10. Once characters have successfully saved, they are immune to the baying of this particular pack as long as they remain within its immediate vicinity.

Yowlers can only be struck by silvered or magical weapons, and even then only suffer damage equal to the weapon's magical plus (i.e. a *sword* +1 inflicts 1 point of damage, a *dagger* +2 inflicts two points, etc.). Silvered weapons inflict 1 point of damage.

Terrain: Cavern, Mountain, Open, Ruins, Woods.



Wilderness Encounter Tables

D100 Roll	Monster	Number
01-02	Aerial Servant	1d4
03-04	Airdrake	1d4
05-08	Air Elemental	1
09-12	Bat	1d10
13-16	Bat, Giant	1d10
17	Blackball	1
18-19	Cloud Giant	1d3
20	Dark Wing	1d3x10
21	Djinni, Greater	1
22-23	Djinni, Lesser	1
24-25	Dragon, Black	1d4
26-27	Dragon, Blue	1d4
28-29	Dragon, Gold	1d4
30-31	Dragon, Green	1d4
32-33	Dragon, Red	1d4
34-35	Dragon, White	1d4
36	Dragonfly, Black	3d6
37	Dragonfly, Blue	3d6
38	Dragonfly, Green	3d6
39	Dragonfly, Red	3d6
40	Dragonfly, White	3d6
41-43	Eagle	1d8
44	Eagle, Great	1d20
45	Faererie	1
46-47	Faerie	5d8+20
48	Feywing	1d2
49	Fundamental, Air	2d10
50-51	Griffon	2d8
52-53	Harpy	2d4
54-55	Hawk, Giant	1d3
56	Herex (Adult)	1d3
57-58	Hippogriff	2d8
59-60	Invisible Stalker	1
61	Kal-Mar	10d6
62-63	Magpie, Giant	1d3
64-65	Manticore	1d4
66-67	Metamorph.	1d20
68-69	Nagpa	1
70	Nightwing	1
71-72	Owl, Giant	1d3
73-74	Pegasus	1d12
75	Pegataur	2d10
76	Piranha Bird, Greater	2d6
77-78	Piranha Bird, Lesser	4d6
79	Randara	1d2
80-81	Raven/Crow, Giant	2d8
82-83	Robber Fly	2d6
84	Roc, Giant	1
85-86	Roc, Large	1d8
87-88	Roc, Small	1d12
89	Silver Warrior	1d6
90-93	Stirge	3d12
94-95	Storm Giant	1d3
96	Thunderhead	1d3
97-98	Werebat	1d8
99-100	Wyvern	1d6

D100 Roll	Monster	Number
01	Ape, White	2d4
02	Ash Crawler	1d6
03	Bargda	1d4
04	Basilisk	1d6
05-06	Bat, Giant	1d10
07	Beetle, Earthquake	1
08	Beholder	1
09	Black Pudding	1d4
10	Blast Spore	1d3
11-12	Bugbear	2d8
13	Caecilia	1d3
14	Carrion Crawler	1d4
15	Cave Toad	1d4
16-18	Centipede, Giant	2d4
19	Chameleon Man	2d4
20	Choker	1d6
21	Cockatrice	1d4
22	Coldrake	1d4
23-24	Crab Spider, Giant	1d4
25	Darkhood	1d2
26	Death Fiend	1d4
27	Deep Glaurant	1d2
28	Doppelganger	1d6
29	Dusanu	1d3+1
30	Earth Elemental	1
31	Earth Fundamental	1d10
32	Earthdrake	1d4
33	Elf, Shadow	1d8
34	Ferret, Giant	1d8
35	Feywing	1d2
36-37	Fire Beetle, Giant	1d8
38	Fungoid	1d3
39	Fyrnaca	1
40	Gargoyle	1d6
41	Gelatinous Cube	1
42	Geonid	2d6
43	Giant Foot-Pad	1d3
44-45	Lizard	1d8
46-47	Gnome	1d8
48	Goblin	2d8
49	Gray Ooze	1d4
50	Green Slime	1
51	Gremlin	1d6
52	Hellhound	2d4
53	Hephaeston	1
54	Herex Larva	1d6
55	Hobgoblin	1d6
56	Hook Horror	2d6
57	Horned Chameleon, Giant	1d3
58	Hulker	1d4
59-60	Kobold	4d4
61	Lava Lizard	1
62	Locust, Giant	2d10
63	Medusa	1d3

D100 Roll	Monster	Number
64	Minotaur	1d6
65	Neanderthal	1d10
66	Ochre Jelly	1
67-68	Ogre	1d6
69-70	Oil Beetle, Giant	1d8
71	Owl Bear	1d4
72	Pocket Dragon	1d6
73	Purple Worm	1d2
74-75	Rat, Giant	3d6
76	Red Worm	2d6
77	Rhagodessa	1d4
78	Rock Man	1d6
79	Rockhome Lizard	2d4
80	Rust Monster	1d4
81-82	Shrieker	1d8
83	Slime Worm	1
84	Slug, Giant	1
85	Sporacle	1d4
86-87	Stirge	1d10
88	Stone Giant	1d2
89	Thoul	1d6
90	Tiger Beetle, Giant	1d6
91-92	Troglodyte	1d8
93	Troll	1d8
94	Tuatara, Giant	1d2
95	Weasel, Giant	1d4
96	Werebat	2d6
97-98	Wererat	1d8
99	Wychglow	1d3
100	Yellow Mold	1d8

Cold/Arctic

D100 Roll	Monster	Number
01-04	Ape, Snow	2d10
05	Archon	1d2
06-15	Barbarian	3d10
16-18	Berserker	3d10
19-24	Bugbear	5d4
25	Crone of Chaos	1
26-28	Cryon	10d4
29-32	Dire Wolf	2d4
33-36	Dog	4d4
37-38	Dragon, Crystal	1d4
39	Dragon, Gold	1d4
40	Dragon, Undead	1d3
41-43	Dragon, White	1d4
44	Dragonfly, White	3d6
45-47	Frost Giant	1d4
48-49	Frost Salamander	1d3
50-52	Garl	10d6
53-56	Ice Wolf	1d8
57-62	Lynx	1d4
63-65	Metamorph	1d20
66-69	Neanderthal	1d4x10
70-74	Nomad	3d10
75-78	Orc	1d6x10

D100 Roll	Monster	Number
79-83	Polar Bear	1d2
84	Qaurik	5d6
85-86	Sasquatch	11d10
87-92	Tiger	1d3
93-94	Troll	1d8
95-97	White-Fang	1d3
98-100	Woolly Rhinoceros	1d8

Desert

D100 Roll	Monster	Number
01-02	Ant, Giant	4d6
03	Archon	1d2
04-07	Bandit	3d10
08	Beetle, Earthquake	1
09-12	Blink Dog	1d6+3
13-14	Caecilia	1d3
15-18	Camel	2d4
19	Crone of Chaos	1
20	Death Fiend	1d4
21-24	Dervish	3d10
25	Desert Ghost	3d4
26	Desert Leviathan	1
27	Djinni, Greater	1
28-29	Djinni, Lesser	1
30-31	Dragon, Blue	1d4
32	Dragon, Gold	1d4
33	Dragonfly, Blue	3d6
34	Dragonfly, Red	3d6
35	Dragonne	1d4
36	Druj	1
37-40	Eagle	1d20
41	Efreeti, Greater	1
42-43	Efreeti, Lesser	1
44	Fire Fundamental	2d10
45-46	Firedrake	1d4
47	Flame Salamander	2d4
48	Lamara	1
49-52	Lion	1d8
53-54	Manscorpion	2d10
55-56	Mountain Lion	1d4
57-58	Mummy	1d12
59-60	Mystic	6d8
61-65	Nomad	3d10
66-69	Ogre	2d6
70-73	Orc	1d6x10
74	Phoenix, Lesser	1d2
75-76	Rakasta	3d10
77-81	Rattlesnake, Giant	1d4
82	Revenant	1
83-84	Sand Spider, Giant	1d4
85-86	Scorpion, Giant	1d6
87-90	Scorpion, Normal	1d6
91-92	Sis'thik	3d6x10
93-94	Sphinx	1d4
95	Thoul	1d10
96-97	Troll	1d8
98	Undead Dragon	1d3
99-100	Xytar	1d12

Hills

D100 Roll	Monster	Number
01-02	Ant, Giant	4d6
03-04	Ape, White	2d4
05	Archon	1d2
06-07	Athach	1d6
08-10	Bandit	3d10
11-12	Bargda	1d4
13-14	Bee, Giant	5d6
15	Beetle, Earthquake	1
16-17	Berserker	3d10
18-20	Black Bear	1d4
21-24	Brigand	3d10
25-27	Bugbear	5d4
28-29	Caecilia	1d3
30	Chimera	1d4
31	Cockatrice	2d4
32-33	Cyclops	1d4
34	Dark Wing	1d3x10
35-36	Displacer Beast	1d4
37	Dragon, Gold	1d4
38-39	Dragon, Red	1d4
40-41	Dragon, Ruby	1d4
42	Dragonfly, Red	3d6
43	Dragonne	1d4
44-47	Dwarf	5d8
48-50	Eagle	1d8
51	Feywing	1d2
52-55	Gnoll	3d6
56-58	Goblin	6d10
59	Gorgon	1d4
60-62	Grizzly Bear	1d4
63-66	Haifling	5d8
67-68	Harpy	2d4
69-71	Hill Giant	1d4
72-74	Hobgoblin	4d6
75-78	Hunting Spider, Giant	1d12
79-81	Kobold	1d6x10
82-83	Neanderthal	1d4x10
84	Randara	1d2
85-86	Rhagodessa	1d6
87-89	Rock Baboon	5d6
90-92	Rock Rattler	1d4+1
93	Surtaki	1d3
94-97	Wild Man	3d10
98	Wychglow	1d6
99	Wychlamp	1d8
100	Yowler	4d4

Jungle

D100 Roll	Monster	Number
01-02	Amber Lotus Flower	3d6
03-04	Ant, Giant	4d6
05	Aranea	1d6
06-07	Archer Bush	1d20
08	Archon	1d2
09-11	Bekkah	1d2
12	Caecilia	1d3
13-15	Centipede, Giant	1d8

D100 Roll	Monster	Number
16-17	Chameleon Man	5d4
18	Cockatrice	2d4
19	Decapus	1
20-21	Devil Swine	1d4
22	Displacer Beast	1d4
23	Dragon, Gold	1d4
24	Dragon, Green	1d4
25	Dragonfly, Green	3d6
26-27	Dryad	1d6
28-29	Elephant	1d20
30-32	Gecko, Giant	1d10
33-36	Grab Grass	n/a
37-38	Gyerian	10d4
39-41	Horned Chameleon, Giant	1d6
42-45	Jaguar	1d3
46-47	Kara-Kara	10d6
48-49	Killer Tree	2d6
50-52	Kobold	1d6x10
53-56	Native	3d10
57	Odic	1
58-59	Ogre	2d6
60-62	Orc	1d6x10
63	Pachydermion	2d10
64-67	Panther	1d6
68-69	Phanaton	3d6
70	Piranha Bird, Greater	2d6
71-72	Piranha Bird, Lesser	4d6
73-74	Rakasta	3d10
75	Sirenflower	1d6
76-77	Snail, Giant	1
78-80	Spitting Cobra	1d6
81-82	Strangle Vine	Special
83	Tarantella	1d3
84	Topi	5d6
85-88	Trader	1d20
89-90	Treant	1d8
91-92	Troll	1d8
93	Vampire Rose	1d8
94-96	Wereboar	2d4
97	Werejaguar	1
98-99	Whipweed	1d3
100	Wood Drake	1d4

Mountain

D100 Roll	Monster	Number
01-02	Ape, Snow	2d10
03-04	Ape, White	2d4
05-06	Athach	1d6
07-08	Bandit	3d10
09-10	Berserker	3d10
11-13	Black Bear	1d4
14	Chimera	1d4
15	Cockatrice	2d4
16	Cyclops	1d4
17	Dark Wing	1d3x10
18	Death Fiend	1d4
19	Dragon, Gold	1d4
20-21	Dragon, Red	1d4
22	Dragonne	1d4

D100 Roll	Monster	Number
23-25	Dwarf	5d8
26-28	Eagle	1d8
29-30	Eagle, Great	1d20
31	Earthdrake	1d4
32	Feywing	1d2
33-34	Gnoll	3d6
35-37	Goblin	6d10
38-39	Griffon	2d8
40-42	Grizzly Bear	1d4
43-44	Harpy	2d4
45-47	Hawk	1d6
48-49	Hawk, Giant	1d3
50-51	Hellhound	2d4
52	Hephaeston	1
53-54	Hippogriff	2d8
55-57	Hobgoblin	4d6
58-59	Ice Wolf	1d8
60-62	Kobold	1d6x10
63	Manscorpion	2d10
64-65	Manticore	1d4
66-67	Mountain Giant	1d20
68-70	Mountain Lion	1d4
71-72	Neanderthal	1d4x10
73-75	Ogre	2d6
76-78	Orc	1d6x10
79-80	Owl, Giant	1d3
81-82	Pegasus	1d12
83	Pegataur	2d10
84-85	Roc	1d6
86-88	Rock Baboon	5d6
89	Rock Man	1d6
90-91	Rock Rattler, Giant	1d3
92-93	Sasquatch	1d10
94	Storm Giant	1d3
95	Surtaki	1d6
96-97	Troll	1d8
98-99	Wyvern	1d6
100	Yowler	4d4

Ocean

D100 Roll	Monster	Number
01	Beholder, Aquatic	1
02-03	Buccaneer/Pirate	Special
04-06	Bull Shark	3d6
07-08	Carp, Giant	1
09-10	Crab, Giant	1d6
11-12	Devilfish	1d6x20
13-15	Dolphin	1d20
16-18	Eel, Electric	1d3
19-20	Eel, Giant	1d4
21-23	Eel, Weed	10d6
24-26	Elf, Aquatic	4d6
27	Great Whale	1d3
28-29	Great White Shark	1d4
30	Kal-Maru	10d6
31-33	Killer Whale	1d6
34-36	Kna	2d10
37	Kopru	1d3
38	Kraken	1
39-41	Mako Shark	2d6
42-43	Man-O-War, Giant	1d4
44-45	Manta Ray, Giant	1
46	Marauder Jellyfish, Giant	1d10
47	Marine Decapus	1
48	Marine Leviathan	1
49-50	Masher	1
51-53	Merman	1d20
54	Mesmer	1
55-56	Narwhal	1d4
57-58	Octopus, Giant	1d2
59-60	Oyster, Giant	1d4
61-63	Salt Water Termite	1d6+1
64	Sea Dragon	1d4
65	Sea Giant	1d2
66	Sea Hag	1
67-68	Sea Horse	1d20

D100 Roll	Monster	Number
69-70	Sea Serpent	1d8
71-73	Shark-Kin	2d4x10
74-75	Snapper	1d20
76-78	Spiny Rockfish, Giant	2d4
79-80	Squid, Giant	1d4
81-82	Strangleweed	1d3+1
83-85	Sturgeon, Giant	2d10
86-87	Triton	10d6
88-90	Vamora Shark	1d2
91	Velya	1
92-93	Water Elemental	1
94	Water Weird	1d2
95-96	Waterdrake	1d4
97-98	Wereseal	2d10
99-100	Wereshark	2d6

Open

D100 Roll	Monster	Number
01-02	Amber Lotus Flower	3d6
03-05	Animal Herd	3d10
06-07	Ant, Giant	4d6
08	Archer Bush	1d20
09-10	Bandit	3d10
11-12	Bee, Giant	5d6
13	Beetle, Earthquake	1
14	Berserker	3d10
15-17	Blink Dog	1d6+3
18	Caecilia	1d3
19-20	Centaur	2d10
21-23	Cheetah	1d6
24	Chevall	1d4
25	Cockatrice	2d4
26-27	Dragon, Blue	1d4
28	Dragon, Gold	1d4
29	Dragonfly, Blue	3d6
30	Dragonfly, Red	3d6
31	Dragonne	1d4
32	Eagle, Giant	1d20
33-34	Elephant	1d20
35-37	Fire Beetle, Giant	2d6
38-39	Giant Racer	1d6
40-41	Gnome	5d8
42	Gorgon	1d4
43-44	Gyerian	10d4
45-46	Halfling	5d8
47-48	Hawk, Giant	1d3
49	Hypnosnake	1
50	Insect Swarm	1d3
51-53	Lion	1d8
54-55	Lupin	5d8
56-57	Noble	2d6
58-60	Nomad	1d4x10
61-63	Oil Beetle, Giant	2d6
64	Pachydermion	2d10
65-67	Panther	1d6
68	Pegataur	2d10
69-71	Pit Viper	1d8
72-73	Rakasta	3d10
74-76	Rhinoceros	1d12





D100 Roll	Monster	Number
77-78	Robber Fly	2d6
79-80	Rock Baboon	5d6
81-82	Rock Python	1d3
83-85	Tiger Beetle, Giant	2d4
86-87	Turtle	1d6
88-90	Trader	1d20
91-92	Vampire Rose	1d8
93	Werewolf	2d6
94	Whipweed	1d3
95-97	Wild Horse	1d10x10
98-99	Wildcat	1d2
100	Yowler	4d4

River/Lake

D100 Roll	Monster	Number
01-04	Catfish, Giant	1d2
05-11	Cay-Man	10d6
12-16	Crab, Giant	1d6
17-23	Crocodile	1d8
24-26	Decapus (Marine)	1
27-30	Eel, Giant	1d4
31-36	Eel, Weed	10d6
37-43	Freshwater Termite	1d3
44-50	Giant Bass	2d4
51-54	Giant Poisonous Frog	1d6
55-61	Lizard Man	6d6
62-65	Nixie	2d20
66-68	Nuckalavee	1
69-75	Piranha	5d10
76-79	Piranha, Giant	2d4
80	Saberclaw	1d100
81-83	Sea Hydra	1
84-87	Serpentweed, Giant	1
88-94	Trader	1d20
95	Water Elemental	1
96-97	Water Fundamental	2d10
98	Water Weird	1d2
99-100	Waterdrake	1d4

Ruins

D100 Roll	Monster	Number
01	Amoeba, Giant	1
02	Apparition	1
03-04	Aranea	1d6
05	Banshee	1
06	Banshee, lesser	1
07-08	Bat, Giant	1d10
09	Beholder	1
10-11	Black Pudding	1
12	Blast Spore	1d3
13	Brain Collector	1
14-15	Carriion Crawler	1d4
16-17	Centipede, Giant	2d4
18	Chimera	1d2
19	Cockatrice	1d4
20-21	Crab Spider, Giant	1d4
22	Crone of Chaos	1
23	Darkhood	1d2

D100 Roll	Monster	Number
24	Death Fiend	1d4
25	Decapus	1
26	Doppelganger	1d6
27	Dusanu	1d3+1
28	Elder Ghoul	1d4
29	Feywing	1d2
30-31	Fire Beetle, Giant	1d8
32-33	Gargoyle	2d4
34-35	Gelatinous Cube	1
36	Ghost	1
37	Ghostly Horde	Special
38-40	Ghoul	1d6
41-42	Gray Ooze	1d4
43	Gray Philosopher	1
44-45	Green Slime	1
46	Iron Gargoyle	1d2
47	Lich	1
48-50	Minotaur	1d6
51-52	Mummy	1d4
53	Nightmare	1
54	Nosferatu	1d4
55-56	Ochre Jelly	1
57-58	Oil Beetle, Giant	1d8
59	Poltergeist	1d4
60-62	Rat, Giant	3d6
63-64	Redcap	1
65	Revenant	1
66	Reverer	1d3
67-68	Robber Fly	1d6
69	Rock Golem	1d2
70-71	Rust Monster	1d4
72	Scorpion, Giant	1d6
73	Shade	1
74	Silver Golem	1d3
75	Slime Worm	1
76-77	Slug, Giant	1
78	Spectre	1d4
79	Stone Juggernaut	1
80	Tabi	1d4
81-82	Tiger Beetle, Giant	1d6
83-84	Troglodyte	1d8
85	Undead Beholder	1
86	Undead Dragon	1d3
87	Vampire	1d4
88	Vision	1
89-90	Whipweed	1d3
91	Wood Juggernaut	1
92	Wraith	1d4
93	Wychlamp	1d3
94	Wyrd	1d6
95	Wyrd, Greater	1d2
96-97	Yellow Mold	1d8
98-100	Zombie	2d4

Settled

D100 Roll	Monster	Number
01	Adaptor	1d12
02	Archon	1d2
03	Banshee, Lesser	1
04-06	Berserker	3d10

D100 Roll	Monster	Number
07	Bhut	2d4
08-10	Brownie	1
11-13	Chevall	1d3
14	Devil Swine	1d3
15-19	Dog	1d6
20-22	Doppelganger	1d6
23	Dragon, Gold	1d4
24-26	Dwarf	1d6
27-29	Elf	1d4
30-32	Gnome	1d8
33	Gremlin	1d6
34-36	Halfling	3d6
37	Haunt, Lesser	1d2
38-40	Hawk	1d6
41-43	Mandrake	1d4
44-46	Metamorph	1d20
47	Mujina	1d4
48-50	Mystic	6d8
51-56	Noble	2d6
57-62	Normal Human	3d20
63	Nosferatu	1d4
64-69	NPC Party	1d4+4
70	Polymar	1d3
71	Randara	1d2
72-74	Thug	2d12
75-79	Trader	1d20
80	Werebat	1d8
81-82	Werebear	1d4
83-84	Wereboar	1d4
85	Werefox	1d6
86	Werejaguar	1
87-89	Wererat	1d8
90-91	Weretiger	1d4
92-94	Werewolf	1d6
95-100	Wildcat	1d2

Swamp

D100 Roll	Monster	Number
01-02	Amber Lotus Flower	3d6
03	Amoeba, Giant	1
04	Archon	1d2
05	Baldandar	1
06-11	Bandit	3d10
12	Blackball	1
13-17	Cay-Man	10d6
18-23	Crocodile	1d8
24	Crone of Chaos	1
25-27	Decapus	1
28	Dragon, Black	1d4
29	Dragon, Gold	1d4
30	Dragon, Onyx	1d4
31	Dusanu	1d3+1
32-34	Frog, Giant Poisonous	1d6
35-37	Gator Man	10d20
38-40	Hydra	1
41	Hydra, Regenerating	1
42	Hypnosnake	1
43-44	Insect Swarm	1d3
45-47	Killer Tree	2d6



D100 Roll	Monster	Number
48-53	Leech, Giant	1d4
54-59	Lizard Man	6d6
60	Metamorph	1d20
61-66	Native	3d10
67	Nekrozon	1d3
68	Purple Worm	1d4
69	Roper	1d4+1
70-72	Serpentweed, Giant	1
73-75	Sirenflower	1d6
76-81	Snake, Giant Racer	1d8
82	Swamp Velya	1
83-88	Swamp Water	1d4
	Termite	
89-91	Turtle	1d6
92	Undead Dragon	1d3
93	Water Fundamental	2d10
94	Water Weird	1d2
95-96	Waterdrake	1d4
97-99	Whipweed	1d3
100	Wychlamp	1d8

Woods

D100 Roll	Monster	Number
01	Actaeon	1
02-03	Animal Herd	3d10
04	Aranea	1d6
05	Archer Bush	1d20
06-07	Bandit	3d10
08	Basilisk	1d6
09	Bee, Giant	5d6
10	Black Bear	1d4
11	Black Widow Spider, Giant	1d3
12	Blink Dog	1d6+3
13-14	Boar	1d6

D100 Roll	Monster	Number
15-16	Brigand	1d4x10
17	Brownie	1
18	Cay-Man	10d6
19-20	Centaur	2d10
21	Chameleon Man	5d4
22	Cockatrice	2d4
23	Crone of Chaos	1
24	Decapus	1
25	Devil Swine	1d4
26-27	Dire Wolf	2d4
28	Displacer Beast	1d4
29-30	Draco Lizard, Giant	1d8
31	Dragon, Gold	1d4
32	Dragon, Green	1d4
33-34	Dryad	1d6
35-36	Eagle	1d8
37-38	Elf	2d12
39	Elven Dog	1d6
40	Fire Beetle, Giant	2d6
41	Flutterling	5d6x10
42	Gakarak	1d3
43	Gecko, Giant	1d10
44	Grizzly Bear	1d2
45	Gyerian	10d4
46	Hobgoblin	4d6
47	Hsiao	1d20
48	Huge Wood Spider	4d4
49	Hunting Spider, Giant	1d12
50	Insect Swarm	1d3
51	Killer Tree	2d6
52-53	Kobold	1d6x10
54	Lupin	5d8
55	Lynx	1d4
56-57	Mountain Lion	1d4
58	Oil Beetle, Giant	2d6

D100 Roll	Monster	Number
59-60	Orc	1d6x10
61	Owl Bear	1d4
62	Owl, Giant	1d3
63-64	Panther	1d6
65-66	Pixie	1d4x10
67	Pocket Dragon	2d6
68	Robber Fly	2d6
69	Sasquatch	1d10
70	Shargugh	1d3
71	Shroud Spider, Giant	1d3
72	Sirenflower	1d6
73-74	Spitting Cobra	1d6
75	Sprite	5d8
76	Stirge	3d12
77	Strangle Vine	Special
78	Tarantella	1d3
79	Tiger	1d3
80	Tiger Beetle, Giant	2d4
81	Toad, Giant	1d6
82	Treant	1d8
83	Troll	1d8
84	Unicorn	1d8
85	Vampire Rose	1d8
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D&D® Game Creature Index

This index is a handy reference guide to creatures that have been published for the D&D game. Monsters that are in plain type are described in the *Rules Cyclopedia*. Monsters in **bold** type are described in this volume. Other abbreviations are:

AC9: The original *Creature Catalogue*
 B12: *Queen's Harvest*
 CM1: *Test of the Warlords*
 CM8: *The Endless Stair*
 CM9: *Legacy of Blood*
 DE: *Dawn of the Emperors* Boxed Set
 GAZ3: *The Principalities of Glantri*
 GAZ5: *The Elves of Alfheim*
 GAZ6: *The Dwarves of Rockhome*
 GAZ8: *The Five Shires*
 GAZ12: *The Elbengar Khanates*
 HW: *HOLLOW WORLD®* Boxed Set
 HWA1: *Nightrage*
 HWR1: *Sons of Azca*
 PC1: *Tall Tales of the Wee Folk*
 PC3: *The Sea People*
 WI: *Wrath of the Immortals* Boxed Set

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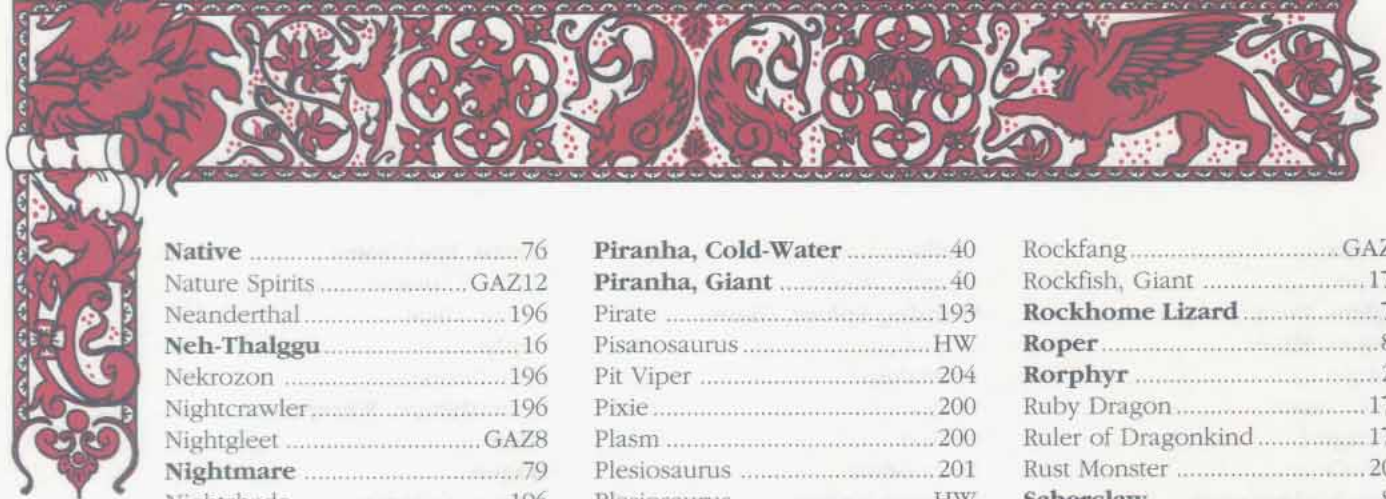
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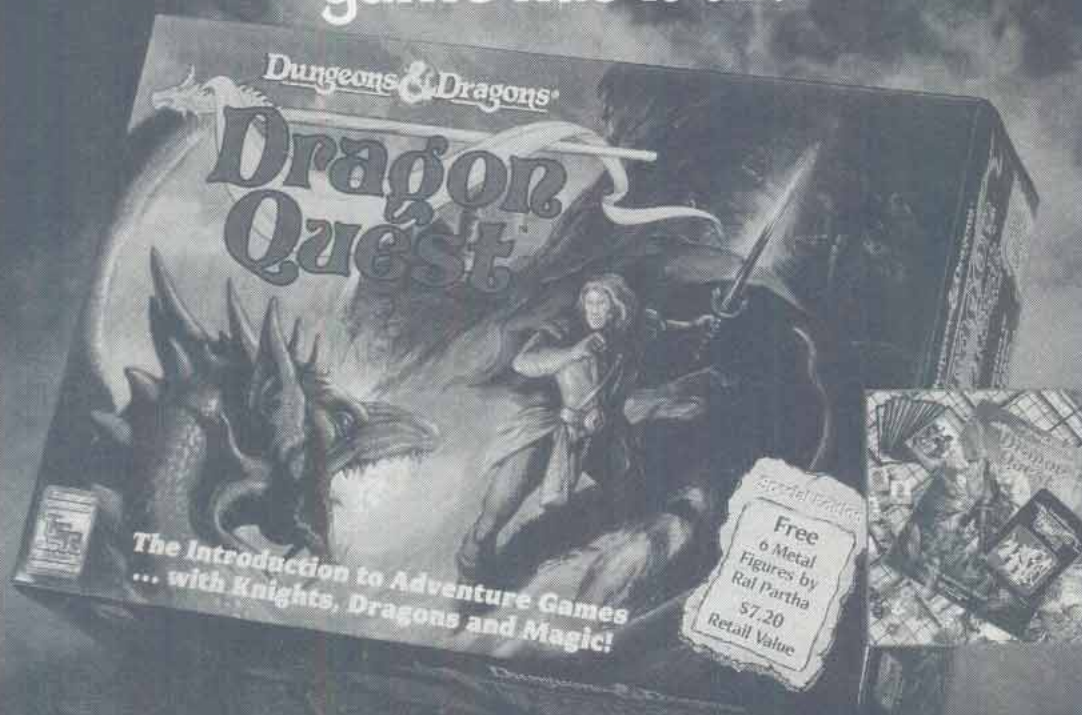
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